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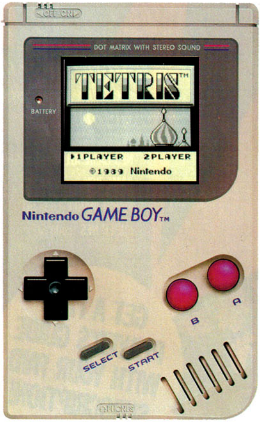
OFF ON
DOT MATRIX WITH STEREO SOUND
BATTERY
TETRIS™
▶1PLAYER 2PLAYER
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SELECT
START
B
A
PHONES

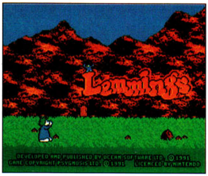
So your Game Boy's missing...**again**. Who knows where you'll find it–on his work bench in the garage, under his recliner in the den, in his briefcase on its way home. You've given him his chances, but **now** it's time for him to get his **own** Game Boy. He's lucky that it's also time for Father's Day.

Remember Dad on June 21st

It's time to lay down the law.

Nintendo®

NINTENDO POWER
JUNE 1992 VOLUME 37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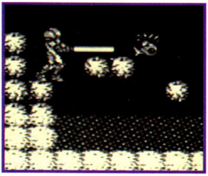

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THE BIG POWER DEBATE

As you know, the format of Nintendo Power changed last January. Since that time, we've received hundreds of letters from readers who have submitted their opinions about the changes which were made. As you might expect, they ranged from "Totally Bogus!" to "Totally Cool!" A majority of the people who responded to the changes were in favor of them. If you'd like a visual representation of how readers responded, please look on page 115 in Volume 34. Here are a few of the comments which we have received about the recent changes.

I read your magazine on a regular basis. I love it. I was wondering if Nintendo Power will ever go bi-monthly? Your mag is the best. Why did you start to have more comics? They're a great idea! My compliments to the artists. Keep up the good work.

Mike Sass
West Babylon, NY

I'm writing about your Super Mario Bros. and Zelda comic strips. I think they add a twist and excitement to the magazine. It makes me want the next issue. There are not only new reviews and write-ups on the hottest games, but also totally cool comics on Zelda and the Super Mario Bros. I hope these comics will lead to expansion and new surprises. Nintendo Power is a "must have" magazine to all players across the USA and Canada.

David Richman
Philadelphia, PA

I love your new comics. The Super Mario Bros. are good, but I like the Legend of Zelda the best. You have a great magazine. Keep up the good work!

J.R. Snelson

I HAVE BEEN A subscriber to Nintendo Power for many years. Almost since the beginning. Changing is good, but you have been ruining the quality of your product. Why do you have comics in a gaming magazine? If I wanted to read comics, I would buy a comic book. Make a separate magazine for your comics so the comics will not take up space which could be used for game reviews. What's the point of George and Rob? I don't care about two guys' opinions on games. Why not use the pages for more game tips? I plan on buying a Super NES or a Genesis. If you cut out the comics and put in reviews on games for the Super NES, I might decide to buy a Super NES and not a Genesis. I may not speak for everyone, but my friends who get your magazine strongly dislike the "NEW" Nintendo Power.

Mike Vess
Baltimore, MD

I like what you did to the new issues of Nintendo Power. Nester's Adventures is as funny as Howard and Nester used to be, but I and some others still prefer the first one.

Amit Jain
Artesia, CA

I've been subscribing to Nintendo Power for two years. I have to say that I'm disappointed with the changes you have made in your magazine. Like all the comics and having half of the magazine being on Super NES. Why don't you make a whole different magazine for the Super NES? You'll make more money and I won't be paying for Super NES tips or ten comics per issue. Would you please do something?

Mike Kelly

Playing video games is a lot of fun, but we all need to balance our free time with other activities. We're proud of our fans who get good grades, take music lessons, play sports and still can be counted among our outstanding Power Players. Write in and tell us about all of the things you do in a day. We'd like to know how you manage your time between game playing and other pursuits.

Nintendo Power
Player's Pulse
P.O. Box 97033
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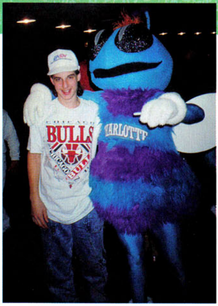
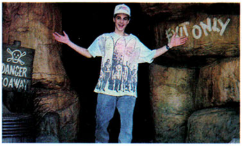
all star Weekend CONTEST WINNER

Coshocton, Ohio resident Jeremy Welch was the lucky winner of our NBA All Star Weekend Contest. Jeremy and his father, Gary, flew to Orlando, Florida and attended the NBA festivities courtesy of Electronic Arts, February 7-9. As luck would have it, they were witness to one of the most exciting All Star games ever!



Jeremy hung out at the big game with some of the biggest names in the NBA. Here he's pictured with the Charlotte team mascot. Ask him about the Slam Dunk Contest if you see him!



A trip to Orlando wouldn't be complete if you didn't visit Disney World!

EDITOR'S CORNER

Everyone here at Nintendo Power is extremely excited about the amount of positive response we have received concerning the changes recently made to the format of the magazine. We realize that the changes were not exactly what some people wanted to see, but this can happen when anything changes. Nintendo Power is committed to providing the best game play assistance available in a magazine format. We also go to great lengths to give readers as much entertainment value as possible. The comments of all the readers who took the time to write, call our Consumer Service department and send in their Player's Poll Questionnaire cards are greatly appreciated. We look forward to hearing a lot more from you!

Gail Tilden
Editor in Chief

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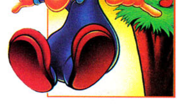
DON'T LET THE LEMMINGS GO OVER THE EDGE!



Those mindless Lemmings are at it again, this time on your NES. Sunsoft's new mind-boggler makes you responsible for the welfare of ships full of rowdy rodents who have no idea where they're going—they just know they're going. They'll be going, going, gone if they walk off the edge of the earth, so you'll have to decide how to guide them safely to their destinations. Time ticks away as you assign some of them special skills to turn the hapless horde into saved souls, so think fast before they become a group of goners.

FOUR LEVELS

FUN

EASY MODE

TRICKY

AVERAGE MODE

TAXING

MORE DIFFICULT MODE

MAYHEM

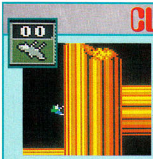
MOST DIFFICULT MODE

BASIC TECHNIQUES

SOMEBODY HAS TO DO THE THINKING!

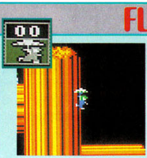
LEMMINGS CAN LEARN

CLIMBER



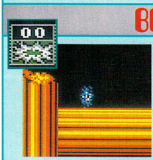
Is there a mountain or wall in the way? Lemmings can learn to Climb the steepest obstacles with ease. And once they learn this skill, they never forget. They'll Climb anything that gets in the way, so keep an eye on them.

FLOATER



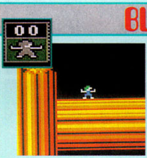
Lemmings can fall only so far without going "splat," so if it looks like they're coming to a big drop, give them umbrellas so they can Float to a safe landing. Like Climbing, Floating is a skill that they'll always keep.

BOMBER



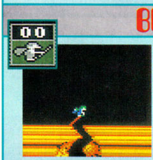
Bombers make the ultimate sacrifice for the cause. When assigned, they count down from five and explode. If you time it right they'll blast through obstacles and clear the way for the others. Obviously, they only Bomb once.

BLOCKER



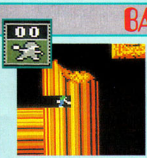
When the Lemmings run into a Blocker, they turn around and head in the opposite direction. They can keep the gang from walking off the plank, but once they're set, they stay. You'll have to blast them in the end.

BUILDER



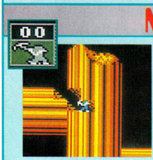
When you need a bridge or some steps, call on the Lemming handyman, the Builder. You have to keep a close watch on him, though. He'll pound away for a while, then walk off the job unless you make him stick to it.

BASHER



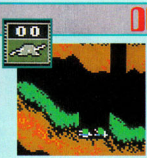
If you need brute strength, a Basher is your man. When he comes up against a solid wall, he'll get the arms moving and tunnel on through. When you assign this skill, put your cursor precisely where he should start Bashing.

MINER



Lemming Miners don't look for gold—they're just trying to find an opening. They dig down at an angle in whichever direction they're going when you assign the skill, and they keep going until the tunnel is complete.

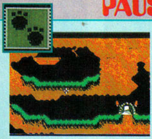
DIGGER



Diggers are no-nonsense work horses who take on the dirtiest chores. They tunnel straight down through all sorts of footing, and they keep Digging until they see the light of day—or until you assign them different skills.

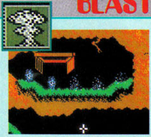
SLICK TRICKS

PAUSE



When timing's tight, put the game on pause so you can move your cursor to a critical place.

BLAST 'EM



Don't wait for the ticker to run out. Use the Annihilate command to blow Blockers away.

Fun LEVEL 13

ORIGINS AND LEMMINGS

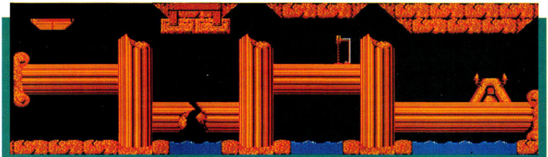
Fun Level 13 takes fast fingers. You'll have to find a way through the three giant columns to the ship on the far right, and if your Mining isn't started and stopped in precisely the right place, you're liable to end up in the drink.

LEVEL DATA

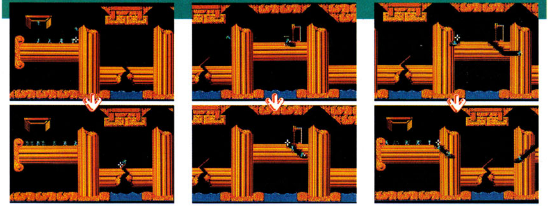
NUMBER OF LEMMINGS	14
NUMBER TO BE SAVED	10
RELEASE RATE	20
TIME	4 MINUTES

SKILLS

CLIMBERS	5	FLOATERS	5
BOMBERS	5	BLOCKERS	5
BUILDERS	5	BASHERS	5
MINERS	5	DIGGERS	5



Send a Climber over the top and Bridge the gap. Start a second Climber. When the Bridge is done, have the Builder Mine to the right, but make him Bash before he bottoms out. When the second Climber turns back to the column, make him Mine down to the left. Go back to the waiting group and have a Miner start digging to the right. When he finishes, the path will be ready.



Fun LEVEL 19

I GET THAT LEMMING FEELING

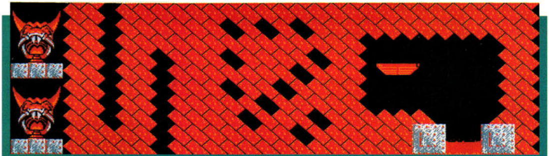
Your goal in this level is to Bash your way through the bricks to reach the ship on the lower left. You have to time it carefully to get Bashers to start tunneling in the right place. Try to assign the skill about two steps from the Bashing site.

LEVEL DATA

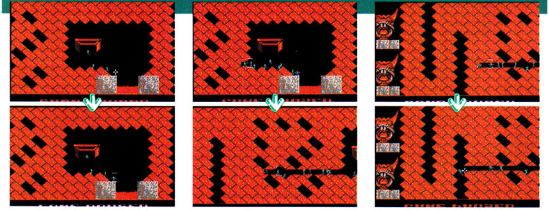
NUMBER OF LEMMINGS	14
NUMBER TO BE SAVED	0
RELEASE RATE	50
TIME	4 MINUTES

SKILLS

CLIMBERS	0	FLOATERS	0
BOMBERS	8	BLOCKERS	8
BUILDERS	8	BASHERS	8
MINERS	0	DIGGERS	0



Set a Blocker on the right, then move the cursor left and start Bashing towards the ship. Set a Blocker between your Basher and the rest of the group before you reach the first big vertical opening so you'll have time to Build a bridge across it. Continue Bashing through the last two columns, then go back and Bomb the Blocker out of the way.



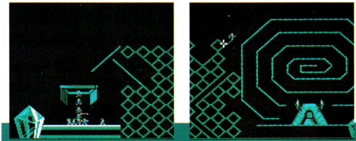
LEVEL 21

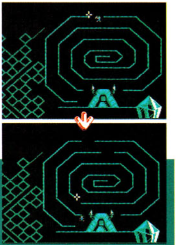
LEMMINGS LEMMINGS EVERYWHERE

With a release rate of 99, in Level 21, you must move fast to set Blockers and Build bridges. Your Lemmings have to negotiate a mesh fence and a strange wire spiral that leads down to the waiting ship. Make them wait while one worker prepares the path.

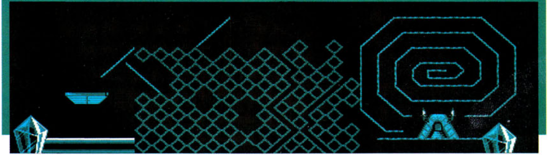
LEVEL DATA	
NUMBER OF LEMMINGS	14
NUMBER TO BE SAVED	8
RELEASE RATE	99
TIME	3 MINUTES

SKILLS			
CLIMBERS	5	FLOATERS	5
BOMBERS	5	BLOCKERS	5
BUILDERS	5	BASHERS	0
MINERS	5	DIGGERS	0





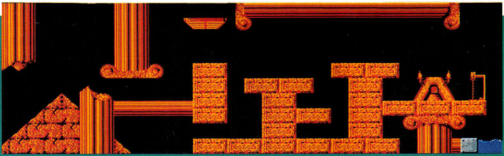
Set a Blocker while one Lemming climbs over to the right. In the upper right, Build over the wire spiral. Now Mine to the right through the top two wires, then drop to the bottom. When he hits the dead end and turns back to the right, Mine down to the ship, then bring on the gang.



LEVEL 22

TWO FOR LEMMINGTON SPA

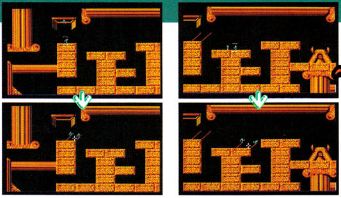
There is no margin for error in this level, since you have to save both Lemmings, but the solution is really simple. You have to keep them both occupied—even if their tasks are unnecessary—so they won't go wandering off ledges.



Make the first Lemming begin Building at the edge of the first platform, then immediately move your cursor left and make the second one Build, too. By the time the second Lemming stops Building, the first will have finished a bridge to the next platform. Start both of them Building again, just like you did before.

LEVEL DATA	
NUMBER OF LEMMINGS	4
NUMBER TO BE SAVED	0
RELEASE RATE	30
TIME	3 MINUTES

SKILLS			
CLIMBERS	10	FLOATERS	10
BOMBERS	10	BLOCKERS	10
BUILDERS	10	BASHERS	10
MINERS	10	DIGGERS	10



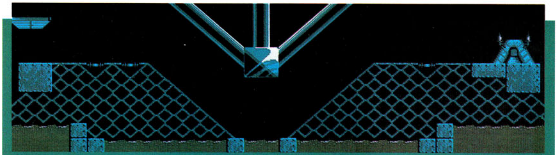
LEVEL 25

LEMMING AND LIME

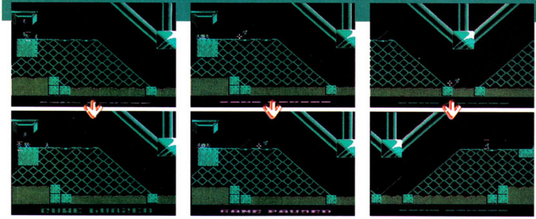
It's a good thing that you have to save only four Lemmings in this level! High voltage sections of wire fry anyone who tries to walk across them, and Digging results in drowned rats. You'll have to do some fancy Building to reach the ship over on the right.

LEVEL DATA	
NUMBER OF LEMMINGS	10
NUMBER TO BE SAVED	0
RELEASE RATE	50
TIME	4 MINUTES

SKILLS			
CLIMBERS	6	FLOATERS	6
BOMBERS	6	BLOCKERS	6
BUILDERS	6	BASHERS	6
MINERS	6	DIGGERS	6



Build over the first high voltage sections while you pen the group between Blockers. Continue right and Build again to bridge over the toxic slime. When he reaches the other side, let him climb up and build steps over the next high voltage wire. Now go back, blast the Blocker, and free the other Lemmings.



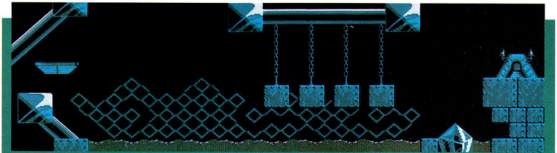
LEVEL 5

LEMMING I SCREAM

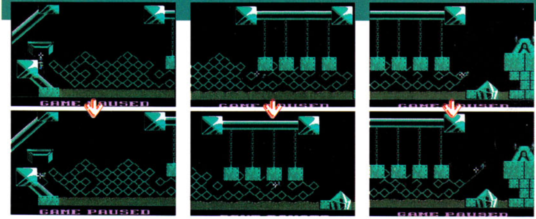
You'll have to keep close tabs on your Builder in Tricky Level 5. Move quickly to make one or two of the free falling Lemmings Float to safety. Sad to say, the rest of them are goners. Don't try to save too many—they'll get in your way as you try to build your ramps.

LEVEL DATA	
NUMBER OF LEMMINGS	14
NUMBER TO BE SAVED	1
RELEASE RATE	20
TIME	5 MINUTES

SKILLS			
CLIMBERS	12	FLOATERS	12
BOMBERS	12	BLOCKERS	12
BUILDERS	12	BASHERS	12
MINERS	12	DIGGERS	12



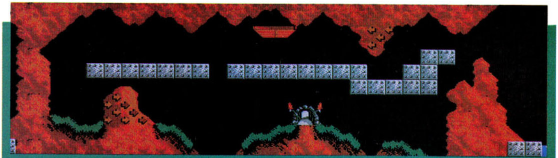
Make a couple of the Lemmings Float then get them Building up to the right then the left. Now, Build over to the fence, then Mine and Bash your way towards the ship. When you reach the edge of the fence, Build a bridge up to safety. It's a good thing that you had to save only one of your Lemmings this time!



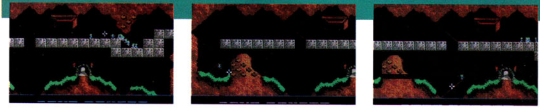
Tricky LEVEL 7

THEY JUST KEEP ON COMING

The ship is just below where your Lemmings are released in Tricky Level 7, but getting them to it safely takes several steps. Here's another case where you'll send one diligent worker on ahead to Build and Bash his way to the ship.



Trap your Lemmings in the hole on the right, then let one Climb out to the left. Leave the rest above while your Climber prepares a path. Build over the first gap, then let your Lemming Float off the ledge and continue to the left. He's still a Climber, so he'll Climb as far up the wall as he can and Float back down. When he drops and moves right, Build a bridge up to the right to catch the others. Tunnel through the hill, Build a bridge over the gully, and you're home free. Now just Build a step up to free the rest of the crew.



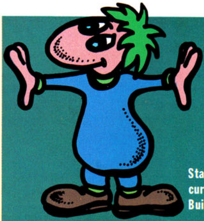
LEVEL DATA	
NUMBER OF LEMMINGS	14
NUMBER TO BE SAVED	13
RELEASE RATE	50
TIME	4 MINUTES

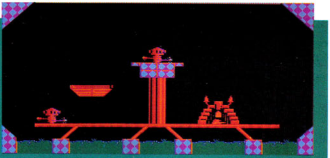
SKILLS			
CLIMBERS	6	FLOATERS	6
BOMBERS	6	BLOCKERS	6
BUILDERS	6	BASHERS	6
MINERS	0	DIGGERS	0

Tricky LEVEL 20

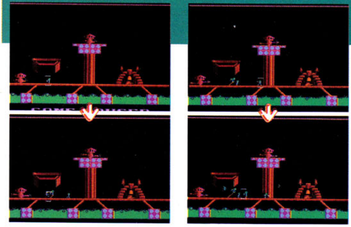
I HAVE THIS CUNNING PLAN

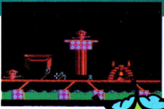
This level looks familiar, but this time you have to save all of your Lemmings, so you can't set any Blockers or do any Bombing. Instead, you'll have to do some fancy Building and fast Bashing.





Start by making the first Lemming Build some steps. Next, move your cursor to the column and make the next one Bash, then go back and Build with the third Lemming, too. By the time the fourth one gets to the column, your Basher should be done and the path clear.





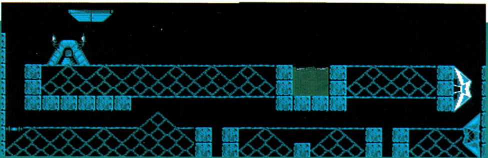
LEVEL DATA	
NUMBER OF LEMMINGS	14
NUMBER TO BE SAVED	40
RELEASE RATE	10
TIME	3 MINUTES

SKILLS			
CLIMBERS	2	FLOATERS	0
BOMBERS	5	BLOCKERS	5
BUILDERS	5	BASHERS	2
MINERS	2	DIGGERS	2

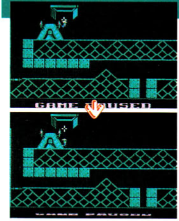
LEVEL 23

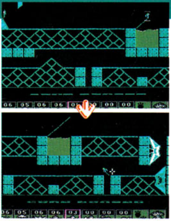
ICED LEMMING

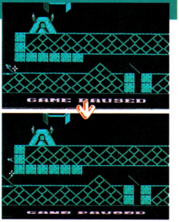
You have a lone Lemming to rescue this time so the pace isn't as frenzied as it was in some levels, but he'll have to be a jack-of-all-trades to safely circle around and climb back up to the ship.



Build over the pool and continue right off the ledge. When you hit the wall, turn back to the left and nearly complete the circle to reach the ship. Build over the gaps and up to the wall above the high voltage wire. When you hit the next wall, Build back to the right and Climb up the blocks when you meet them.







LEVEL DATA

NUMBER OF LEMMINGS	1
NUMBER TO BE SAVED	1
RELEASE RATE	1
TIME	4 MINUTES

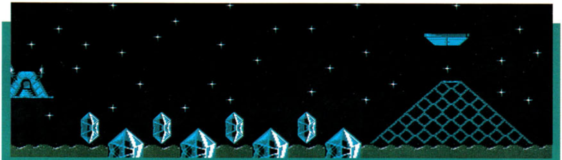
SKILLS

CLIMBERS	6	FLOATERS	6
BOMBERS	6	BLOCKERS	6
BUILDERS	6	BASHERS	0
MINERS	0	DIGGERS	0

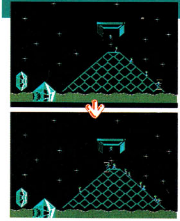
LEVEL 25

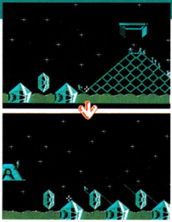
LEMMING GOOD FUN

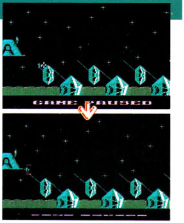
Level 25 has you stepping on stones on your way to the ship. Start Building your bridges at just the right point or you'll run out of Builders and end up in the drink. First, set a Blocker on the right, then let one Lemming pass and set another on the left.



Set a Blocker on the right, then let a Lemming pass and set another on the left. The one you let go will be your master Builder. Start a bridge near the bottom of the left slope, then put your cursor just past the tip of the next stone. Keep Building from stone to stone until you reach the ship on the right.







LEVEL DATA

NUMBER OF LEMMINGS	14
NUMBER TO BE SAVED	12
RELEASE RATE	50
TIME	4 MINUTES

SKILLS

CLIMBERS	10	FLOATERS	10
BOMBERS	10	BLOCKERS	10
BUILDERS	10	BASHERS	10
MINERS	10	DIGGERS	10

LEVEL 2

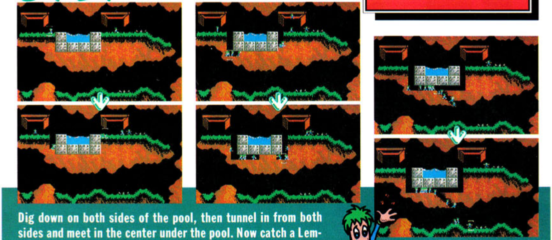
Taxing

MIND YOUR STEP

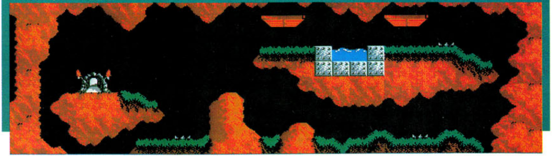
Mind your moves and take advantage of the Pause Button in Taxing Level 2. It looks impossible, but it can be done. Really. It takes some mighty exact timing and assigning of skills, so don't get discouraged if it takes several attempts to get it just right.

LEVEL DATA	
NUMBER OF LEMMINGS	14
NUMBER TO BE SAVED	10
RELEASE RATE	50
TIME	4 MINUTES

SKILLS			
CLIMBERS	0	FLOATERS	3
BOMBERS	6	BLOCKERS	3
BUILDERS	6	BASHERS	3
MINERS	3	DIGGERS	3



Dig down on both sides of the pool, then tunnel in from both sides and meet in the center under the pool. Now catch a Lemming walking to the right and have him start Mining. Set a Blocker as soon as you break through, then Build up towards the ship on the left.



LEVEL 1

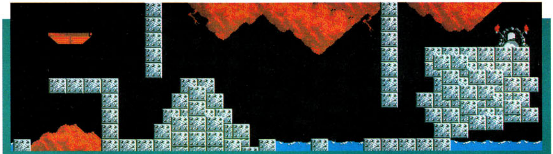
Mayhem

AT THE STEEL WORKS

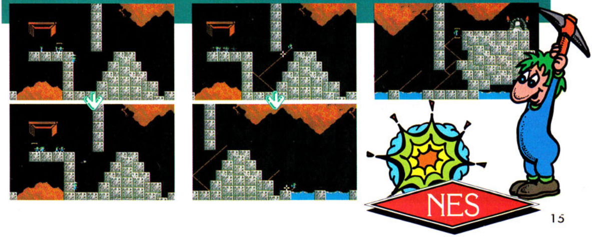
Hold on to your hat—you're about to experience mayhem. From their release on the left, the Lemmings have to cross a lot of terrain to get to their ship. Precise placement of Bridges is the key to success, and if you lose track of your Builder, he'll walk off into the water.

LEVEL DATA	
NUMBER OF LEMMINGS	14
NUMBER TO BE SAVED	20
RELEASE RATE	50
TIME	6 MINUTES

SKILLS			
CLIMBERS	0	FLOATERS	1
BOMBERS	20	BLOCKERS	20
BUILDERS	20	BASHERS	20
MINERS	20	DIGGERS	20



Float a Lemming down on the right, then trap the others that are above between Blockers. Build a landing ramp towards the tower, then go right. Avoid getting stuck in the cubbyhole by Building a ramp off the block above it, then Build over to the blocks on the right. Build a network of ramps to the top. When they're in place, set your pals free.



DRAGONSTRI

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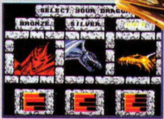
WHERE DRAGONS DARE

They have always been the ultimate creatures of myth; fire-breathing, winged, scaled and bigger than castles—dragons! FCI introduces a new kind of fantasy experience with DragonStrike wherein these beasts of myth come to life. You'll control one of three kinds of good dragons in missions to free the captive land of Ansalon. Master the skills of flying high and low, around mountains and between canyon walls. You'll also face an onslaught of archers, cannons and other enemies. Two players can play alternating battles and password codes let you save your progress through 14 missions.



Choose your dragon steed by comparing its table for Speed, Armor, Breath (shots) and Health.

MAP 1 FOREST

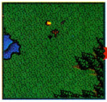
Wise dragon knights use the Forest region to master the control of their beasts. Here you should practice attacking ground targets like archers and catapults and avoiding obstacles like trees and cliffs. Flying low between the trees allows sneak attacks on ground forces.

YOUR FIRST MISSION IS TO ENGAGE THREE WHITE DRAGON SCOUTS

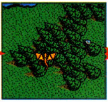
Dragon Master Tip: This mission is easy to complete, so use it to hone your flying and fighting skills. One of the best strategies is to cover small areas of the map at a time, wipe out all opposition, collect any items that appear and then move on. Practice this technique here.

INTRO TO DRAGON RIDING

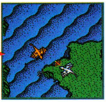
The trickiest part of controlling a dragon in flight and during battle is judging altitude. Practice quick changes in altitude. Learn to attack targets low and escape high.



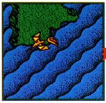
Much of the fighting takes place at dangerously low altitudes.



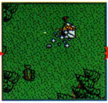
Bumping into trees can cause severe damage.



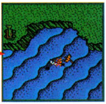
Dragons duel with paralyzing gas and fireballs, lightning or ice.



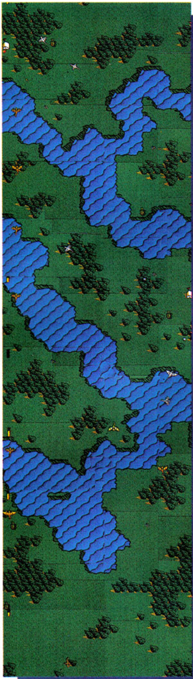
Items may appear after a foe is defeated. Pick up all of the Power-Ups.



The Paralyzing Gas shot temporarily freezes enemies, giving you more attack time.

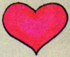


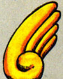
Open areas can make you a target, but they make maneuvering easier.

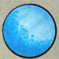


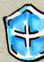
Forests, fields and inland waters comprise the area of the first mission. Flying into trees will damage your dragon.

FILL UP YOUR DRAGON

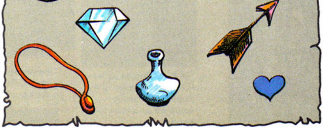








Items are essential to victory. Many of the stages are so packed with enemies that even the best maneuvered dragon will take hits. Hearts refill some or all of your energy whereas the Wings speed up your mount. Special items like the Diamond increase the power of your shots, while the Arrow makes you invincible to attack. Concentrate first on looking for items rather than searching out the final guardian. Many areas are so crowded that you'll need multiple refills to see you through to the end.

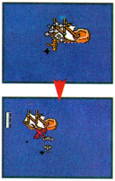


MAP 2 SEASHORE

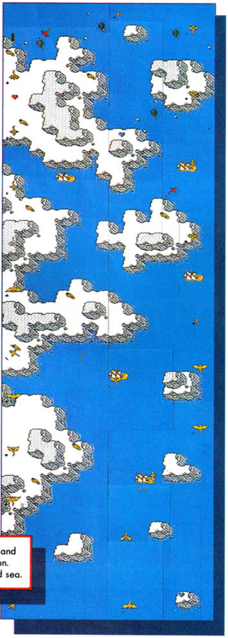
DEFEAT THE SMALL FLEET OF WARSHIPS AND THE HORRIBLE KRAKEN THAT ARE CLOSING UPON OUR SHORES.

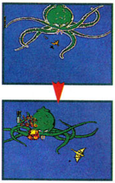
Dragon Master Tip: Once you know where the ships are anchored, go from one directly to the next, ignoring the Stonethrowers and other enemies. After the ships, head to the top of the map to reach Kraken.

The Seashore swarms with your enemies, but there are treasures here, as well. After taking out the ships, defeat a Red Dragon and win a Red Heart to fill up your Health Meter. You'll need that extra strength for when you battle Kraken.



Paralyze attacking dragons before swooping in to destroy a ship with fire.





From a low attack position, fire straight into Kraken's open beak.

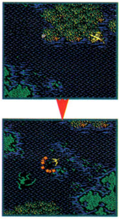
You'll find waves, islands and cliffs on the second mission. Look for foes by land and sea.

MAP 3 SWAMP

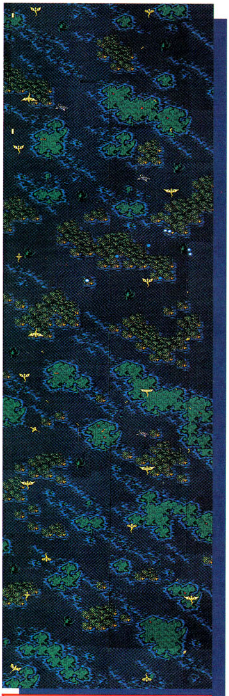
The dark Swamp hides many secrets, the most dangerous being the Black Dragon. The tiny archers on the ground provide your first target, but watch out for the giant dragonflies and other swamp creatures. The Black Dragon only appears after you've destroyed many enemies.

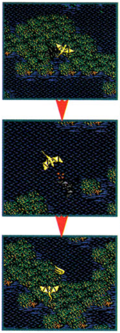
FIND AND DEFEAT THE BLACK DRAGON THAT HIDES IN THE SWAMP.

Dragon Master Tip: Move slowly across the map, clearing each area of enemies, but don't expect Hearts or other items. Conserve your strength.



The green swamp thing has limited shot range. Attack it from a distance at low altitude.





The Black Dragon appears in the upper portion of the Swamp after you've destroyed several minor enemies.

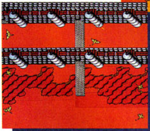
In the swamp, there aren't any mountains or towers as obstacles, just protruding clumps of shrubs that are difficult to spot.

MAP 4 CANYON

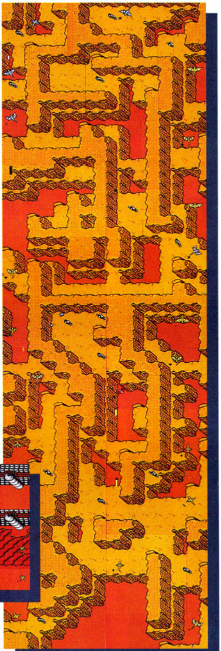
NAVIGATE THROUGH THE TREACHEROUS CANYONS AND DESTROY THE ENEMY FORTRESS.

Dragon Master Tip: Head up the left side of the screen to avoid the worst ambushes, but be prepared to take some punishment when flying over high canyon walls. Attack the giant bats to earn Power-Up items.

The Canyon is more formidable than it looks. You'll find rock-throwing giants on every ledge and swift bats zeroing in on your dragon. When multiple enemies engage, freeze some of them with Paralyze Gas.



The Castle is defended by Arrow Cannons. Fly in low, then rise up, fire, and fly low to escape.



Tall walls of stone and narrow, twisting flyways take their toll on any dragon.

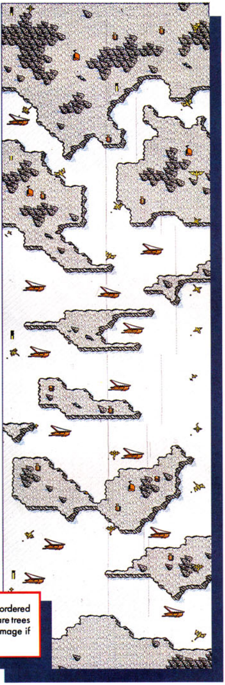
MAP 5 ICE & SNOW

ENDURE THE COLD LANDS OF THE SOUTH. DESTROY THE ICE SKIFFS AND THE ICEWALL FORTRESS.

Dragon Master Tip: Ice Skiffs are guarded by White Dragons and other enemies. Fly low and hit the ships broadside on your initial approach. Watch out for trees on the cliffs.

There are many dragon foes here, but quick turning will keep you out of the line of fire. Always make several turns while approaching a target, or approach at a right angle and turn at the last moment.

Use Paralyze Gas in the later area of this stage.



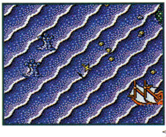
Wide channels of ice are bordered by icy cliffs. Atop the cliffs are trees that can cause a lot of damage if you're not careful.

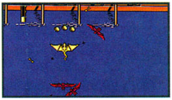
MAP 6 OCEAN

SEEK OUT THE ENEMY BOATS AND GALLEON BEFORE IT CAN REACH OUR SHORES.

Dragon Master Tip: A low attack is essential against the fleet of boats. Be sure to crisscross the screen in order to find the entire fleet. Don't waste shots on the Water Skippers.

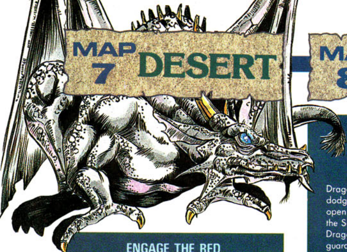
The Ocean Fleet is like a flock of sitting ducks, ripe for the plucking. Ignore the green monsters and attack Red Dragons to earn items. The Water Skippers are easy to avoid, but dangerous if touched.





Destroy the Arrow Cannon that appears in the side of the Galleon.

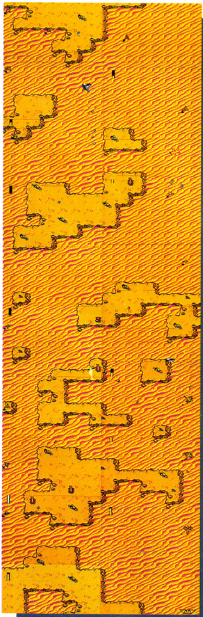
MAP 7 DESERT



ENGAGE THE RED DRAGON THAT RULES THE DESERT LAND.

Dragon Master Tip: Keep your dragon's altitude high when the tornadoes appear.

Dodge stones and tornadoes until you meet the Red Dragon.



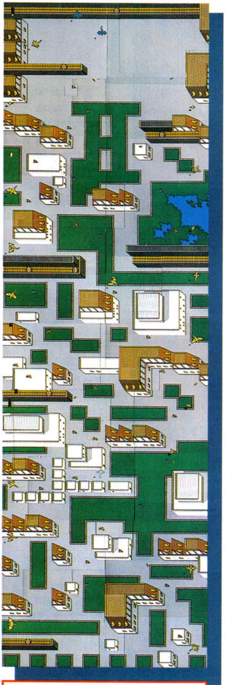
The desert heat is no danger, but the cliffs and enemies can toast you.

MAP 8 CITY

FREE THE CAPTURED CITY FROM THE BLUE DRAGONS AND THEIR MASTER.

Dragon Master Tip: Avoid all attackers by dodging and staying low while flying to the open square at the top of the stage. Once in the Square, you can easily defeat the Blue Dragons and take their items, then the final guardian appears in the square.

The city is one of the toughest areas. The streets are narrow and there are Blue Dragons everywhere.



The rooflines, walls and gates of the city, make for hazardous flying for dragons.

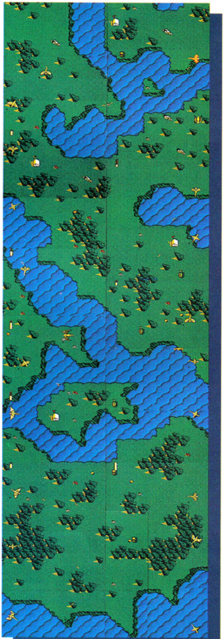
MAP 9 FOREST

DESTROY THE FLYING CITADEL THAT LIES BEYOND THE FOREST.

Dragon Master Tip: Clear an area of all ground enemies near the top of the stage, then take on the remaining Griffins.

From the right, attack the round roof of the tower while avoiding the Red Dragon.

Flying Griffins make this stage a challenge for any Dragon Knight. Destroy the Griffins and move on to the final Fortress.

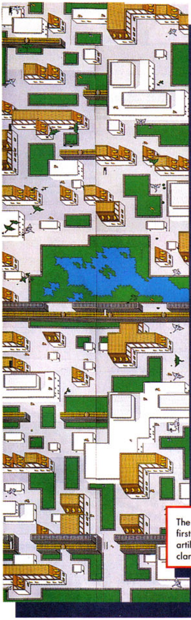


Inland waters, green meadows and forests make up this land. The tall trees will cause damage to your dragon if you fly into them.

MAP 10

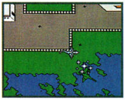
CITY

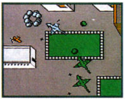
The second city has been overrun by Green Dragons and their masters. The people of the town have also turned against you. Watch out for Arrow Cannons on rooftops.



RETAKE THE CITY FROM THE GREEN DRAGONS.

Dragon Master Tip: Fly to the central park area to battle the Green Dragons. Shift between low and high altitude in order to take on just a few dragons at a time.



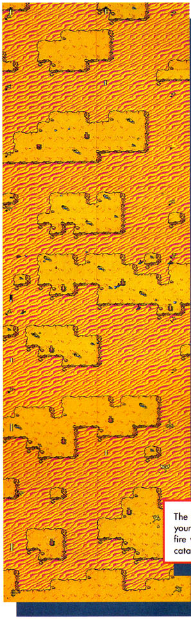


Paralyze your enemies so they can't attack, then turn and blast them while they're frozen and they'll be easy targets.

The second city is tougher than the first. Beware of the walls with artillery, the high towers, and the clan of Green Dragons.

MAP 11

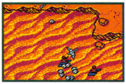
DESERT



This desert is full of magic and danger. Wizards on flying carpets swoop down, casting spells while tornadoes whistle by. Catapults and Stone-throwers hurl missiles from below. Try a strategy of shifting altitudes.

ENGAGE THE MAGES ON FLYING CARPETS AND DESTROY THE DEATH DRAGON.

Dragon Master Tip: Use the wide spray of Paralyze Gas on targets from a distance, then move in closer to destroy them with a blast of dragon breath.



Win valuable items by defeating the Flying Carpets.

The burning sands are the least of your worries. The desert air is on fire with tornadoes, arrows, catapult stones and Flying Carpets.

Ride Your Dragon Into History

The quest to restore Ansalon continues. As the heroic Dragon Knight flies onward, he must face the land of volcanoes where a being named Efretts dwells in fire. Then he shall visit the Astral Plane beyond the mortal coil of Earth. Finally, there is the Abyss and the Queen of Darkness who is protected by a maze of steel chains and all the evil clans of dragons. Here he shall make his stand or fall into blackness.

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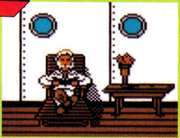
STANLEY™

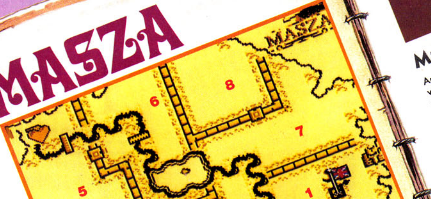
The Search for Dr. Livingston...

Dr. Livingston disappeared into the Congo in 1860, leaving behind his diary and a mysterious map. His whereabouts remained unknown for ten years, until an intrepid newspaper reporter, Stanley, set out to follow his footsteps. This exotic password game from Electrobrain is part action and part RPG.



"Having dispatched my duties at the newspaper, once again I find myself going over Dr. Livingston's notes. By now no one, including myself, could hope to see Livingston alive again . . ."

MASZA

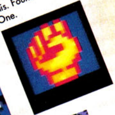


This is the only map in existence of the jungle kingdom of Masza. At last I have deciphered its secrets. This could be my last entry...

NECESSITIES

Fist

Build strength with this. Found in Area One.

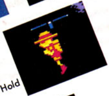


Machete

An excellent weapon. I dropped this somewhere in the jungle.

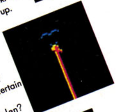
Gyro Pack

An amazing invention. A big help when making the difficult jumps, I always carry it in my knapsack. Hold down the A Button to start it up.



Grapnel & Rope

Since I lost this, I find it difficult to climb into certain spots. Was it lost by accident or was it stolen? Perhaps those who follow . . .



Shield

Protects against enemies. I found the first one in Area One.

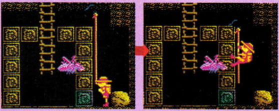
Without these items I could never have made it this far. However, the most important item is . . . ?

AREA 1

Your mission is to track down Dr. Livingston. According to his notes, he was lost while in search of the legendary lost Temple of Am-Zutuk. After the ship drops you off in Port Harken, search Area One. Be sure to find the Grapnel and Rope, the Bridge Map, a Shield and a Fist. Plant your flag in each sector of Area One to mark the tracks of your exploration.

GRAPNEL

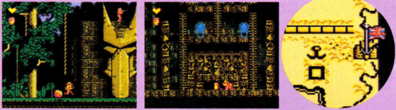
Dr. Livingston lost this valuable piece of equipment somewhere in Area One. You must find it or you will have no hope of finding him.



Select the Grapnel from your subscreen. Step close to a wall and press Up and B. It only works in certain places. Keep your eyes peeled for likely spots.

BRIDGE MAP

The jungle people are the custodians of objects left behind by Dr. Livingston. You must find this map before you can leave Area One.



Search to the right of Port Harken. The people of the jungle store sacred objects in small temples called Kelkas. This one conceals the Bridge Map.

AREA 2

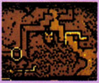
The gate at the entrance to Area Three is guarded by evil Mortuks. You must find another way to get in and find the special stones that will defeat them.

The Mortuks cannot be defeated without the Gemstones.

PRINCESS MAIDEN

In the Village of Regna, the Princess Maiden will tell you where to find the key to the Kelka.

SECRET PASSAGE



There is a large map on the wall of the Kelka. It will show the location of the secret passage to Area Three. This is the only way into Area Three until you have the Gemstones. After you get the Gemstones come back through the passage and use them to defeat the Mortuks.

AREA 3

This Area requires a lot of doubling back. Talk to the Chief before and after defeating the Mortuks. This Area contains another important Temple.

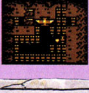
CHIEF OF OBENDO

The Chief will share some valuable information. He knows the location of the Seal that opens the Kelka.

These shields will increase the amount of punishment you can take. The Stones make excellent weapons.

SPIRIT MAGIC

You can climb over the Kelka to get to the Vessel filled with Spirit Magic. The exact location is shown on the map inside. With this magic you can walk through certain walls. Very useful!

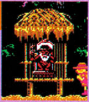


The map inside this Kelka shows the exact location of the Spirit Magic.

AREA 4

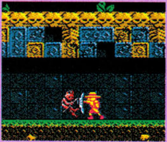
There is plenty to do in this Area. Use your Gemstones sparingly; you will need them later.

VILLAGE OF ONETO



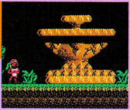
Talk to the man of the Village. Look to the west of Oneto for the Water Stones in a cave. You will have to defeat a ghostly tiger.

THE DEMON HALL

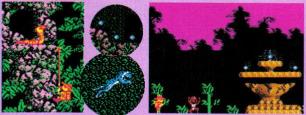


Use the Shield to conquer the Demon Hall. Then go to the Kelka and find the Gate Key. Use the Key to exit through the gate to Area Five.

TINOK AT THE FOUNTAIN



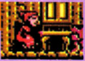
Talk to Tinok. It will take three Water Stones to restore the water to the fountain. Find the cave west of town and defeat the tiger, then bring back the Stones. If you are successful, Tinok will give you the Shield. Only then will you have a chance in the Demon Hall.



AREA 5

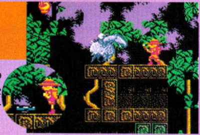
There are two tasks to accomplish in Area Five. Fight the Gut to get the Key to the Kelka, and get the Gate Key from inside. Be sure to find the Blowgun in this Area.

OLD LADY



Behind the Waterfall is a little old lady. If you have collected a gourd during your travels, she will give you a clue. You must talk to her before you can find the Gut.

FIGHT THE GUT

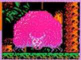


Defeat him to get the Key to the Kelka. Inside is the Gate Key, a necessary item for admittance to Area Six.

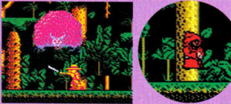
AREA 6

Your mission in this Area is to obtain the Power of the Cranis and to find the all important Lightning Stones. At the Kelka you will find arrows and the key that will enable you to get under the Lake.

POWER OF THE CRANIS



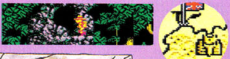
You must defeat the Cranis to receive his Power. Do this before you go to the Kelka.



Watch out for an evil man who will try to steal the Power of Cranis from you.

LIGHTNING STONES

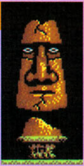
There is a cave northwest of the Kelka. The Lightning Stones are inside. If you ever find the final Temple you will need to have these to win the game.



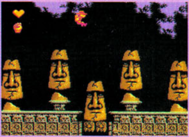
AREA 7

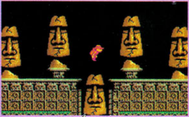
The moves get tougher and tougher in this Area! You should have your Grapnel and be well versed in its use by now. Keep talking to everyone.

GIANT HEADS

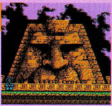


You can knock out the center Head. Jump on him without using the Gyro.



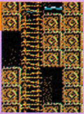


KEEPER



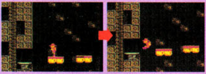
Have a nice talk with the Giant Heads' Keeper. He knows a lot of useful gossip. He'll help you find some important weapons and other items in this area.

WORM PIT

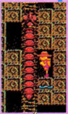


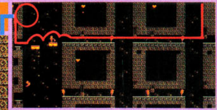
This is the most dangerous part of Masza. By now you may suspect that there are evil forces at work to impede your progress. You may be right! Use all the weapons you have collected and time your jumps carefully!

MAKE THE JUMP



Hold on to the Grapnel here. Press B while you jump for extra air time.



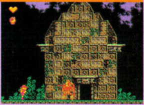


There are five different levels here. Try to work your way up to the upper portion. Look out for Worms!

AREA 8

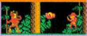
This is the final area of the game. If you are going to find Dr. Livingston, this will be the place. You must have four Obelisk Keys to gain access to Am-Zutuk.

OBELISKS



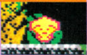
You must find the four Obelisks around the Temple, then go inside and find the Key. Watch out for numerous traps.

FIGHT ALNUK GUARDS



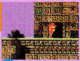
Duck the first shot and then jump the next two shots. Use the Golden Fist.

IRON BREAST PLATE

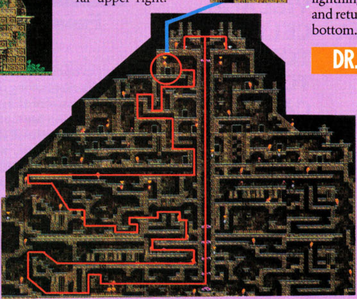


Find this in Area Eight. You need it before you attempt to enter the Temple or you'll be toast!

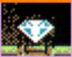
ENTRANCES



Try the entrance in the far upper right.

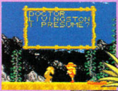


LIGHTNING



Collect the two lightning stones and return to the bottom.

DR. LIVINGSTON



DOCTOR LIVINGSTON I PRESUME?

CLASSIFIED INFORMATION

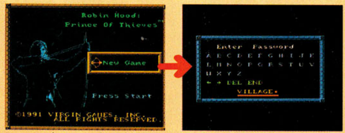
ROBIN HOOD PRINCE OF THIEVES

FROM AGENT #712

Complete Passwords

Last issue we let you know that Robin Hood: Prince of Thieves includes a password mode. Now, we can provide you with the complete list of compatible passwords. By making use of the password feature, you can warp to 17 various points in the game. On the title screen, press the A Button eight times and the B Button eight times. You'll then be asked to enter your password. Passwords are related to the names of the places or scenes in the game. The password CATACOMB, for example, takes you to the dark catacombs outside of the Arabian prison. What follows is a list of the other passwords. Enter them and see where they'll take you.

WALL
LOCKSLEY
DUBOIS
CHASE
CATHEDRA
BOAR
WELL
CHAPEL
MASTER
TAX
POND
VILLAGE
CELTS
TOWN
TOWNHANG
CASTLEIN


Robin Hood: Prince Of Thieves
New Game
Press Start
©1991 VIRGIN GAMES, INC. ALL RIGHTS RESERVED
Enter Password
DEL END
VILLAGE

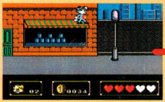
Press A eight times and B eight times. Then enter a password and move on to one of the key places in the game.

Rockin' Kats

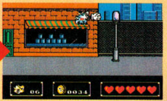
FROM AGENT #825

Bonus Lives

Our agents have discovered a code which will give you full energy and six Kats in reserve at any point in the game. While you're playing, press the Start Button to pause the action. Then press and hold Down on the Control Pad and the A and B Buttons and press the Start Button to resume the game.



Pause the game. Then press and hold Down, A and B.



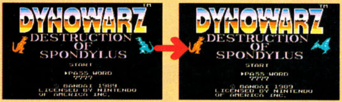
Resume play with full energy and extra lives.

DYNOWARZ

FROM AGENT #777

Dyno-Change

You can take a look at the mechanical dinosaurs of Dynowarz without ever leaving the title screen. Enter the digits 7777 as your password and press the Start Button. Then press Up and Down on the Control Pad. The dinosaur on the right side of the screen will change every time you tap the Control Pad. This maneuver won't change game play, but it might give you an idea of what kind of dinosaurs are out there.


DYNOWARZ
DESTRUCTION OF SPONDYLUS
START
PASS WORD
7777
© BANDAI 1989
LICENSED BY NINTENDO OF AMERICA INC.

Enter 7777 as your password and press Up and Down to change the dinosaur on the right side of the screen.

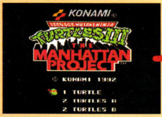
TEENAGE MUTANT NINJA TURTLES III THE MANHATTAN PROJECT

■ FROM AGENT #566

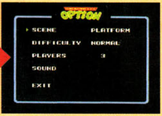
Stage Select and More

Here's a way to select stages and adjust other features in the Turtles' latest. On the title screen, press the Control Pad direction and the controller buttons in the following order: Up, Up, Down, Down, Left, Right, Left, Right, A, B, Start. After you choose your Turtle(s), the Teenage Mutant Ninja Option screen will appear, allowing you to adjust several game features. By placing the cursor on the Scene option and pressing Left and Right on the Control Pad, you can choose to begin in any scene of the game. The Beach scene is also known as Scene 1. Check the following table for other name/number conversions.

Scene Name	Number	Scene Name	Number
Ocean	2	Technod.	6
Battleship	2-2	Technod. 2	6-2
Bridge	3	Building	7
N.Y.	4	Roof	7-2
Platform	4-2	Spaceship	8
Sewer	5	Spaceship 2	8-2
Sewer 2	5-2	Spaceship 3	8-3



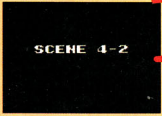
When you see the title screen, press Up, Up, Down, Down, Left, Right, Left, Right, A, B and Start.



OPTION

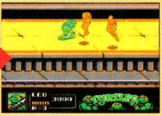
SCENE PLATFORM
DIFFICULTY NORMAL
PLAYERS 3
SOUND
EXIT

After you choose your Turtle(s), you'll be able select the starting scene and change other game features.



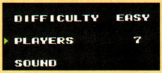
SCENE 4-2

By looking at the table, you can see how scene names and numbers correspond. The Platform scene is Scene 4-2.



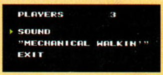
Your mission to save the island of Manhattan from floating away can now begin in an advanced section of the game.

Other features on the option screen are game difficulty, number of lives and a sound test. By adjusting the game difficulty from Normal to Easy, you can make it so that enemies are about half as tough as usual. The Player option allows you to change the number of Turtles in reserve from 3 to 5 or 7. With the Sound option you can listen to the music of the game before you play. Choose from such hits as "Let's Go Turtles," "City of Half Shell" and "Crazy Attack," then listen to the music by pressing the A Button. Agent #566's favorite tune is "Mechanical Walkin'." After all of the options have been set to your liking, select the Exit option and start playing.



DIFFICULTY EASY
PLAYERS 7
SOUND

Change the difficulty and player totals to make it easier to wipe out Shredder.



PLAYERS 3
SOUND
"MECHANICAL WALKIN'"
EXIT

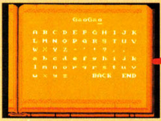
Tune in to the assorted music selections that are played in the adventure.

Faria
A WORLD OF MYSTERY & DANGER!

■ FROM AGENT #424

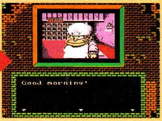
A Good Start

When your adventure in the land of Faria usually begins, you start with a purse of 230 Gold Pieces and enough energy in your Life Meter to take four enemy hits. Our agents have found a way to start instead with a lot of energy and an almost bottomless bank account. Just enter "GaoGao" as the name of your character before you begin. When you walk into a shop, you'll have 99,999 Gold Pieces to spend. After you purchase all of the items that you need, step out into the wilderness and start fighting. Your fighter will have a full life meter!



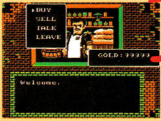
GaoGao

Enter "GaoGao" as your name before you begin.



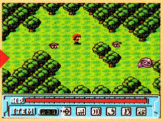
Good morning!

You'll start in the town with the usual opening.



BUY
SELL
TALK
LEAVE
GOLD:99999
Welcome.

Money will be no object in the village shops.



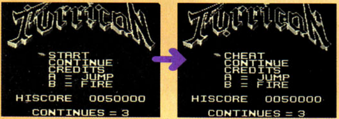
When you start fighting, you'll be almost unbeatable.

CLASSIFIED INFORMATION

■ FROM AGENT #307

Cheat Mode

You can help Turrican through his villain-smashing mission with a code which will allow him to pass right through enemies and enemy fire. When the menu screen appears, press the A and B Buttons in the following order: A, B, B, A, B, A, A, B, A, A, B, A, A. The word START on the screen will change to CHEAT. Make sure that the cursor is pointing to that word, then press the Start Button. When the game begins, Turrican will be able to blaze through his mission invincibly.


Turrican
START
CONTINUE
CREDITS
A = JUMP
B = FIRE
HISCORE 0050000
CONTINUES = 3
Turrican
CHEAT
CONTINUE
CREDITS
A = JUMP
B = FIRE
HISCORE 0050000
CONTINUES = 3

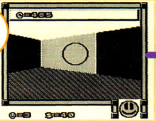
Press A, B, B, A, B, A, A, B, A, A, B, A and A again in order to enter the cheat mode and make Turrican invincible.

FACEBALL
2000

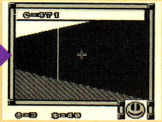
■ FROM AGENT #023

Nine 1-Ups

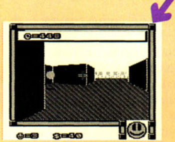
At the beginning of your race through Cyberspace, you can pick up nine 1-Ups in a hurry. Go directly to the Level 1 exit and fire at the exit five times. You'll warp to a secret section where there are several flashing exits. Turn around and move down the hall in front of you, ignoring the exits for the time being. Halfway down the hall, to the left, you'll notice a floating ball in a small alcove. Touch the ball and press the B Button. You'll earn nine extra lives! Take one of the exits and move on to Level 2.



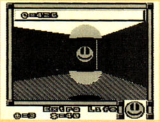
Fire at the Level 1 exit five times.



You'll warp to a secret part of Level 1.



Turn around, move down the hall and veer to the left.


426
Extra Life

After you touch the floating ball, press B to earn nine lives.

SUPER SOCCER CHAMP

■ FROM AGENT #827

Tough Team

Recruit a team full of Ace Strikers onto your side with a Super Soccer Champ code. When the title screen appears, press the directions on the Control Pad and the controller buttons in the following order: Up, X, Left, Y, Right, A, Down, B, Left, Up, Right, Down, Select, Start. Then choose your team and your selected Ace Striker. When you start the game, all of the members of your team will play with the speed and finesse of Ace Strikers.

SUPER SOCCER CHAMP
PUSH START BUTTON
TAITO
©TAITO 1992
LICENSED BY NINTENDO

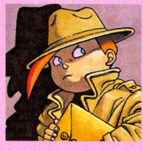
Press Up, X, Left, Y, Right, A, Down, B, Left, Up, Right, Down, Select and Start. You'll go into the game with a talented squad of members who play like Ace Strikers.

WANTED: SPECIAL AGENTS

A popular activity among Nintendo game experts is developing tips and strategies. If you'd like to share your own special tips with us, send them in! Choose your own Agent Number (3 digits) and be sure to include it with your tips.

Our address is:

Nintendo Power
Classified Information
P.O. Box 97033
Redmond, WA
98073-9733

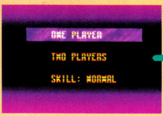


SMASH TV

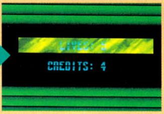
From Agent #909

Bonus Chances

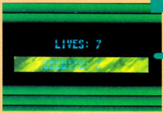
Increase your chances for survival in this life or death game show with a code which will allow you to extend your Lives and Credits. Press the Start Button until you reach the menu screen which asks you how many players will participate and what the skill level will be. Then press the Control Pad directions and L and R Buttons in this order: Down, L, R, Up. After the code has been entered correctly, a digitized voice will say "Bingo!" and the screen will switch to a listing of the current number of Lives and Credits. Press Up and Down on the Control Pad to highlight these items and press Left and Right to change their totals. You'll be able to select a maximum number of seven Lives and seven Credits. When you're ready to go, press the Start Button, choose the number of players and difficulty level and press the Start Button again to enter the arena.



On the player selection screen, press Down, L, R and Up.



Your current Life and Credit totals will appear.



Change the numbers by pressing the direction keys on the Control Pad.

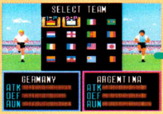
Enter the game with tons of chances to rake in fabulous prizes.

SUPER SOCCER

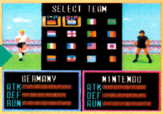
From Agent #116

Nintendo Team Challenge

You can test the mettle of the Nintendo team against any other squad in the Super Soccer league by entering a quick code while setting up a two-player match. When the team select screen appears, press and hold the Start Button on Controller II, then press the Controller II B Button. This move will put the Nintendo team on Player Two's side. Player One can then choose to challenge the team with any squad that he or she desires.

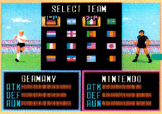


Press and hold Start on Controller II, then press the Controller II B Button.

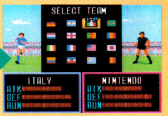


Player Two's selection will change to the Nintendo team.

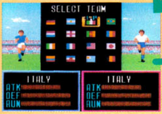
The same maneuver can be used to set up a scrimmage between two teams from the same country. Move Player Two's cursor to the desired team selection, then press and hold the Start Button on Controller II and press the Controller II B Button. When Player Two's selection is shown as the Nintendo team, move Player One's cursor so that it overlaps with the same selection. Then, press Y on Controller II. The Nintendo team will change back to the original selection, allowing both players to use squads from the same country. Press the B Button on both controllers to start playing.



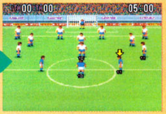
Move Player Two's cursor to the desired team name and change it to the Nintendo team.



Move Player One's cursor to the same place that Player Two's cursor occupies.



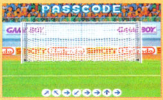
Press Y on Controller II. You'll see that both players have picked the same squad.



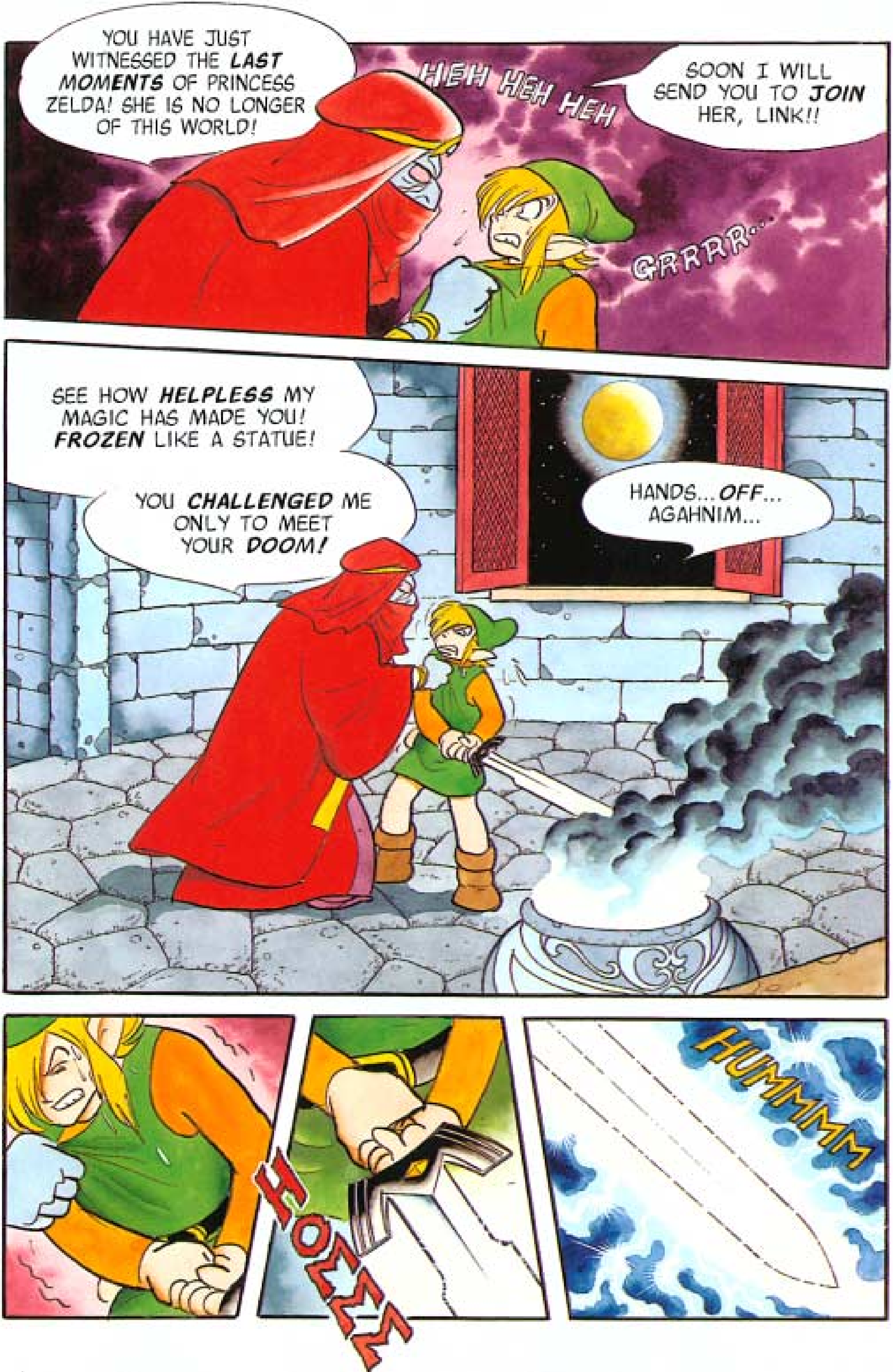
When you start playing, you'll see that the player jerseys are different shades to distinguish between the two squads.

Spectator Sport

You can see the strengths and weaknesses of different teams by watching them play under computer control. Our agents have discovered a way to set up a match where the computer controls both teams so that you can check out the moves. Just enter the password shown in the photo and choose the teams with Controller I.

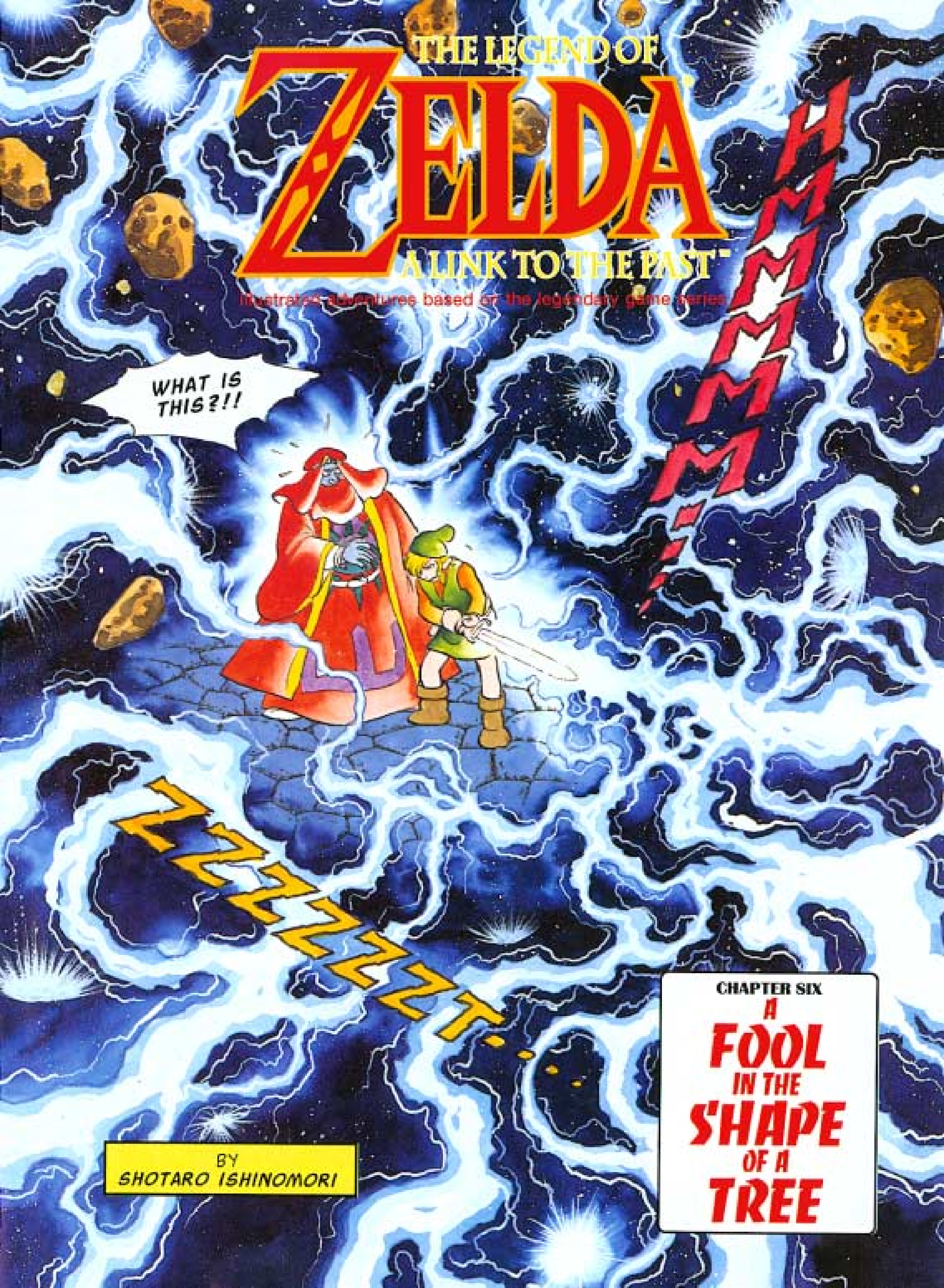


Enter this password to set up a completely computer-controlled match.


YOU HAVE JUST WITNESSED THE **LAST MOMENTS** OF PRINCESS ZELDA! SHE IS NO LONGER OF THIS WORLD!
HEH HEH HEH
SOON I WILL SEND YOU TO **JOIN** HER, LINK!!
GRRRR...
SEE HOW **HELPLESS** MY MAGIC HAS MADE YOU! **FROZEN** LIKE A STATUE!
YOU **CHALLENGED** ME ONLY TO MEET YOUR **DOOM!**
HANDS...*OFF*... AGAHNIM...
HOOSH
HUMMMM

THE LEGEND OF ZELDA
A LINK TO THE PAST™

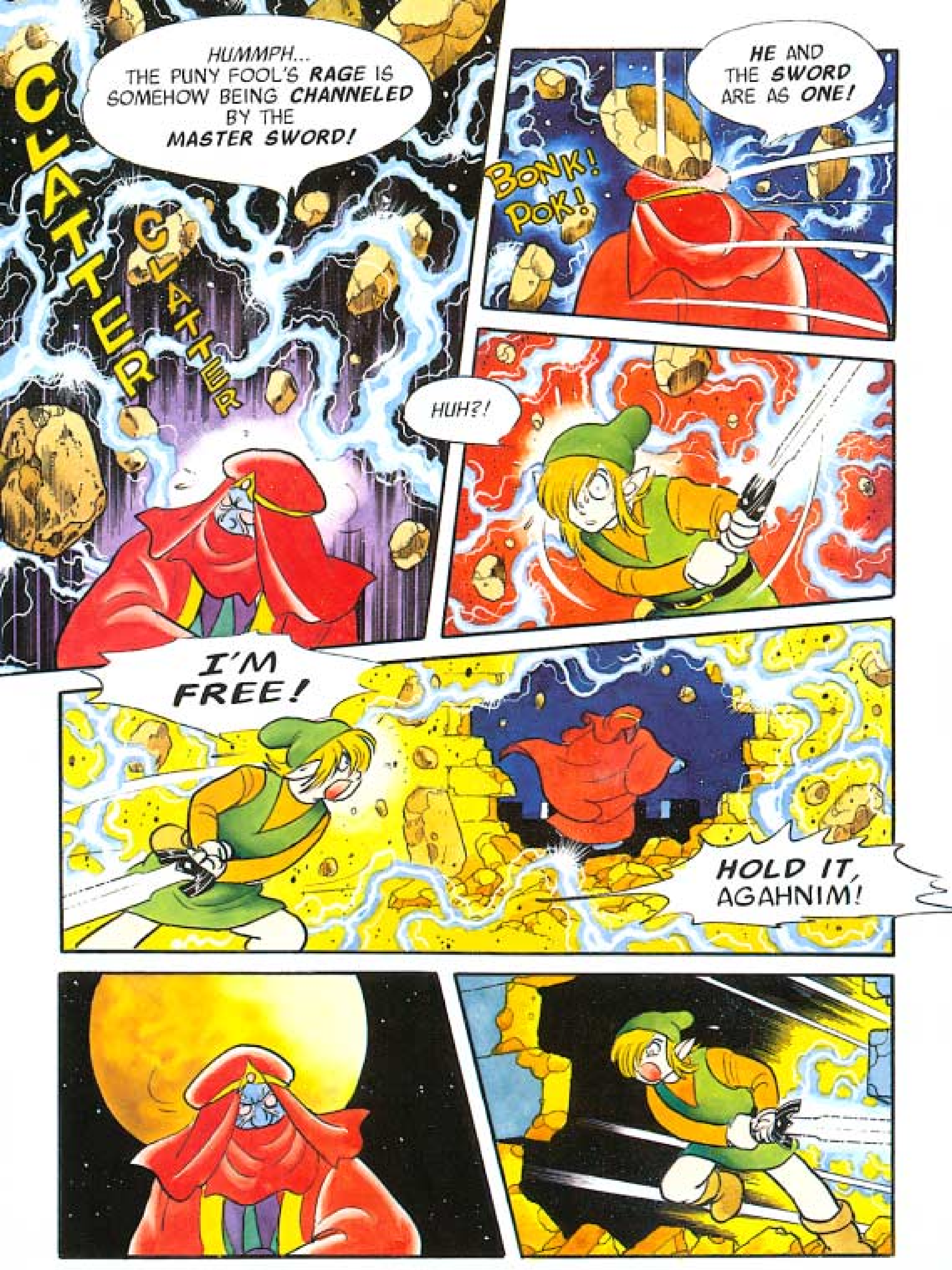
Illustrated adventures based on the legendary game series

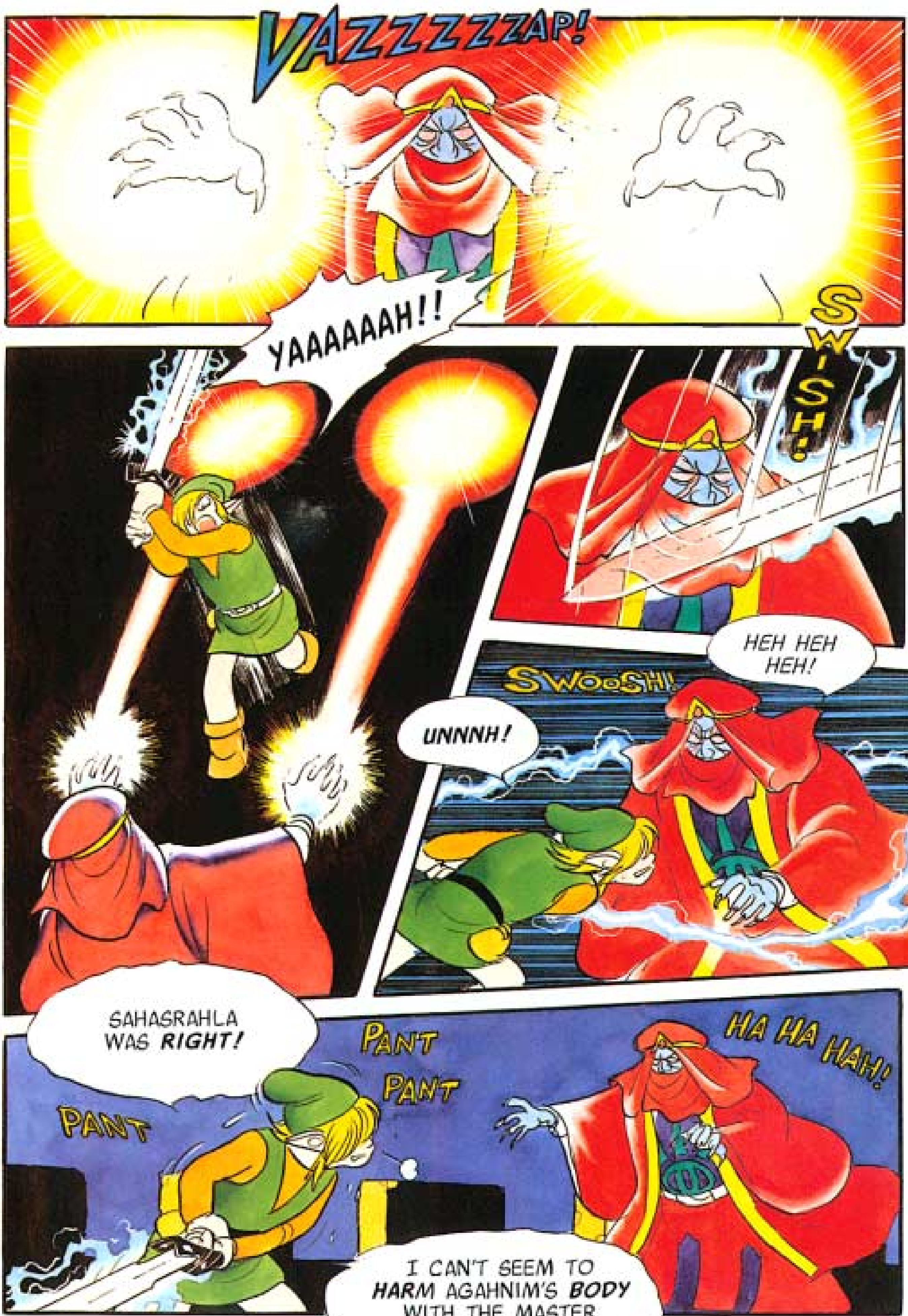

WHAT IS THIS?!!
HMMMMM...
ZZZZZZZT...

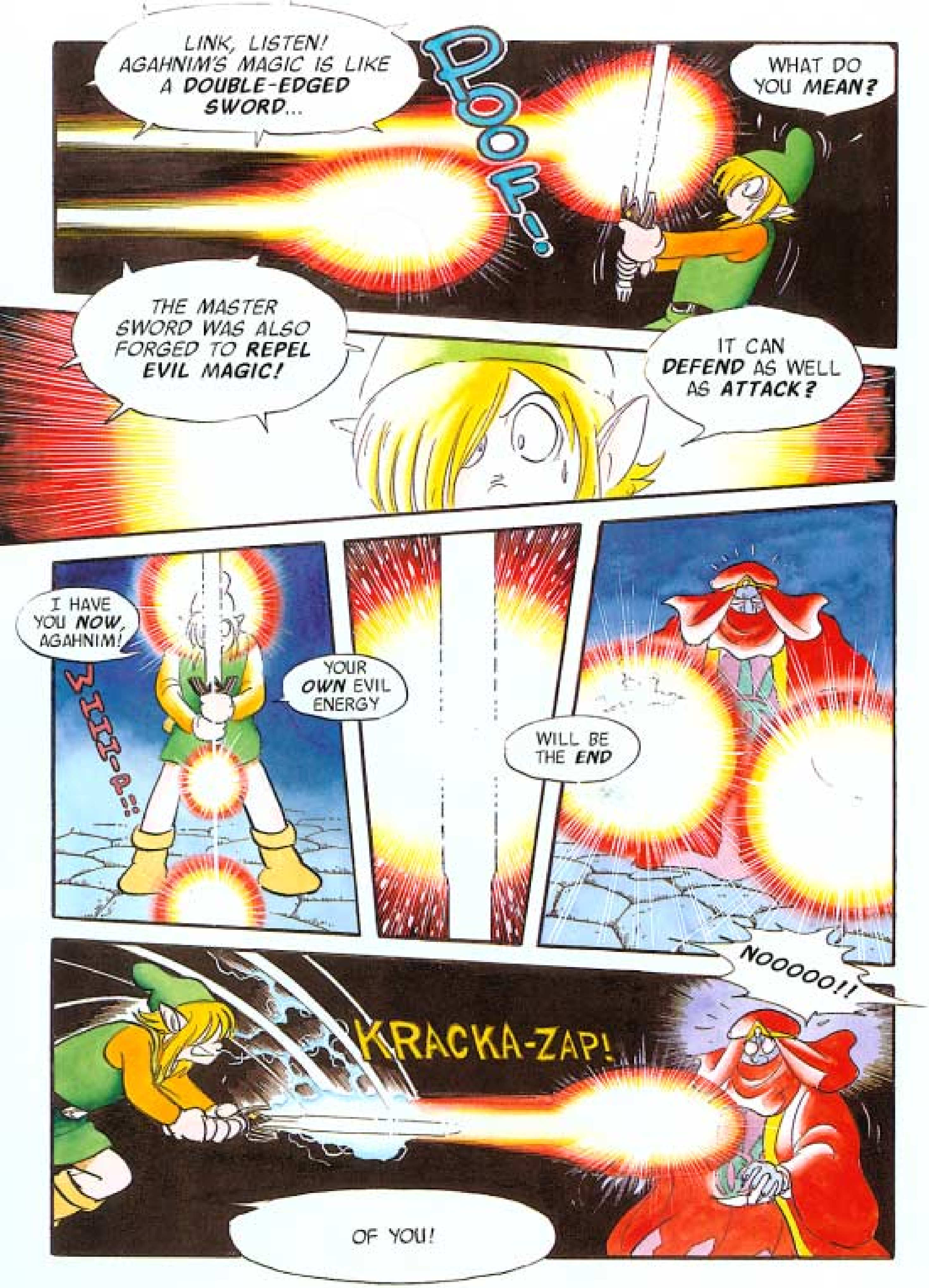
CHAPTER SIX

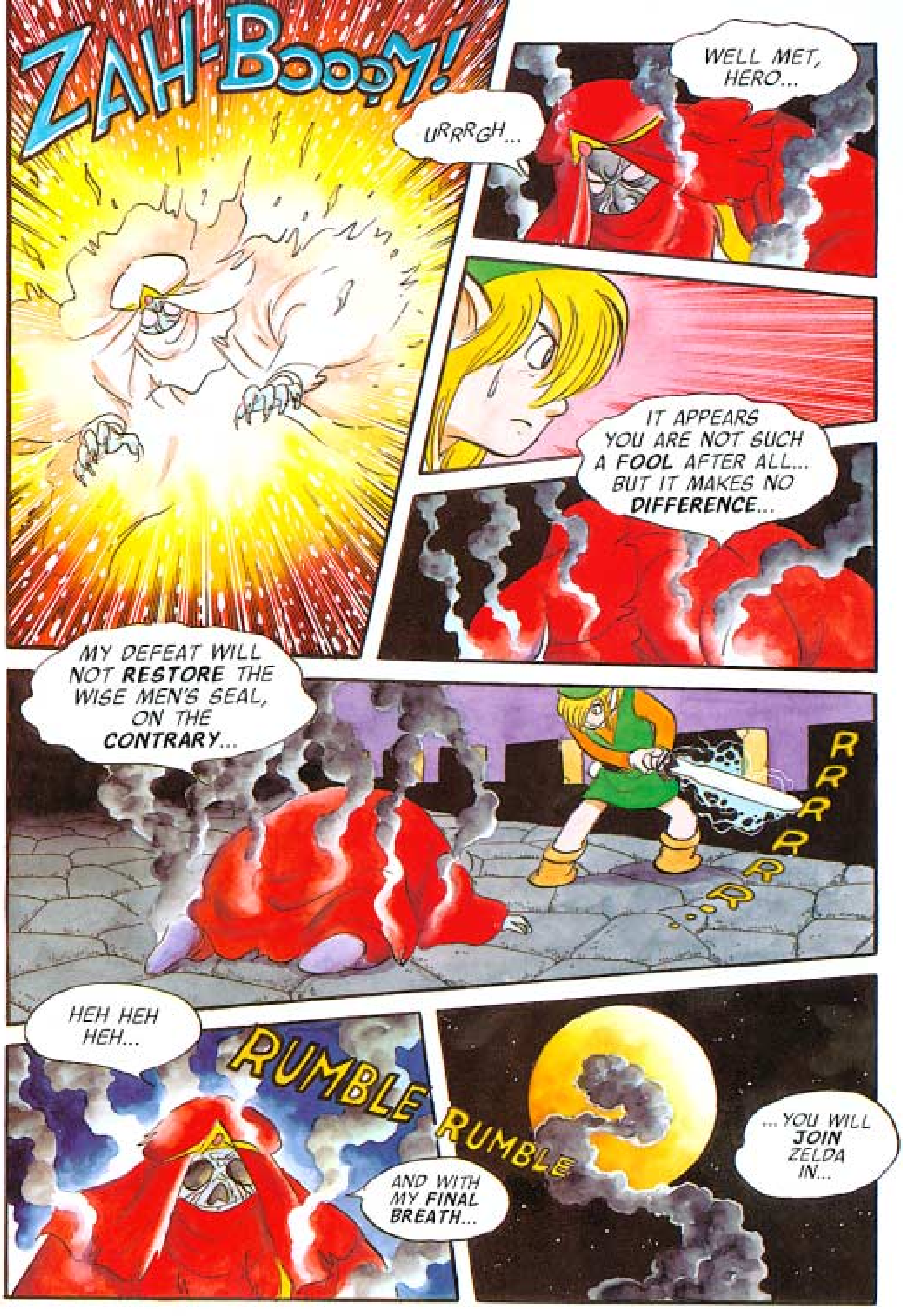
A FOOL IN THE SHAPE OF A TREE

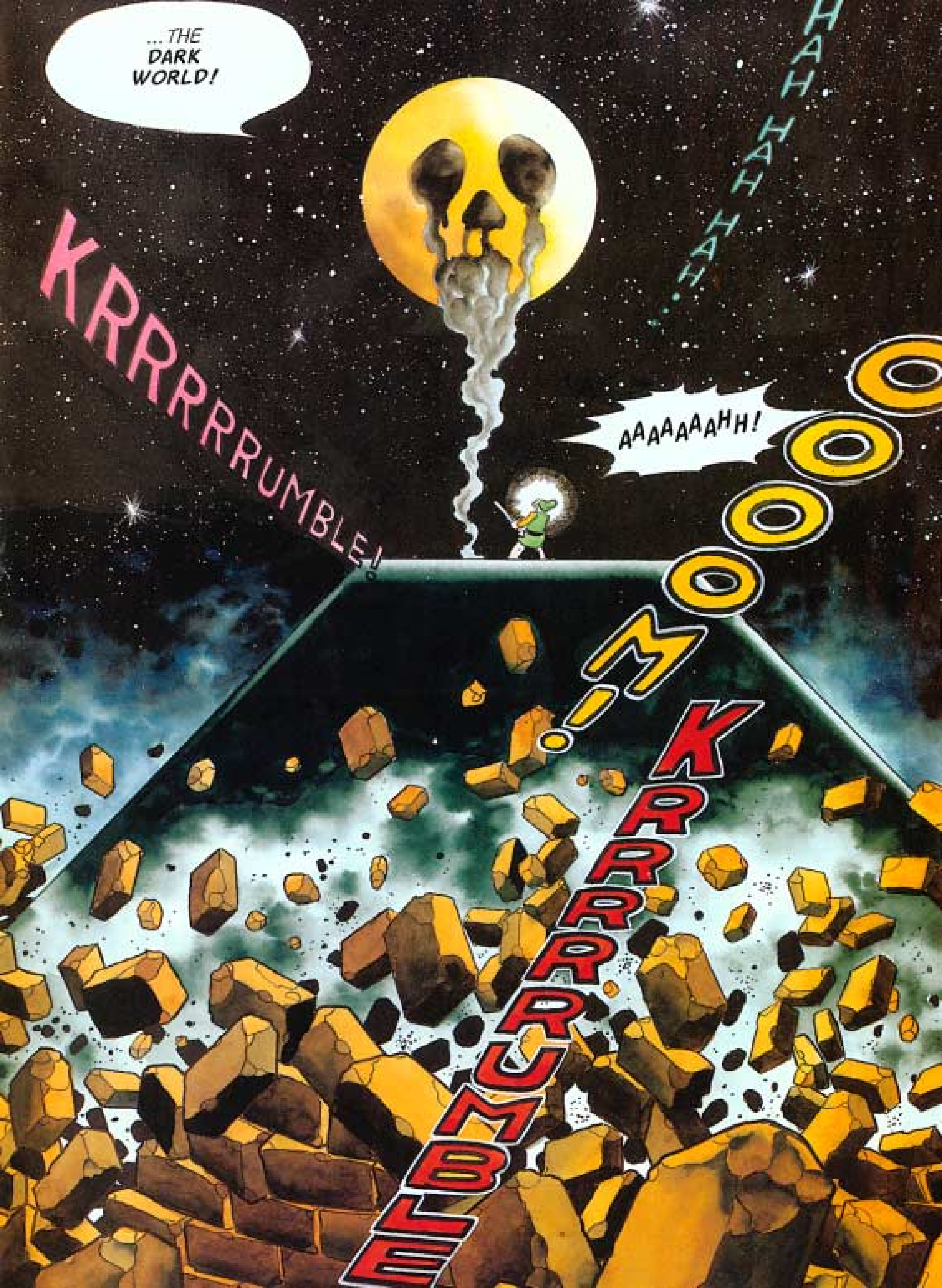
BY
SHOTARO ISHINOMORI

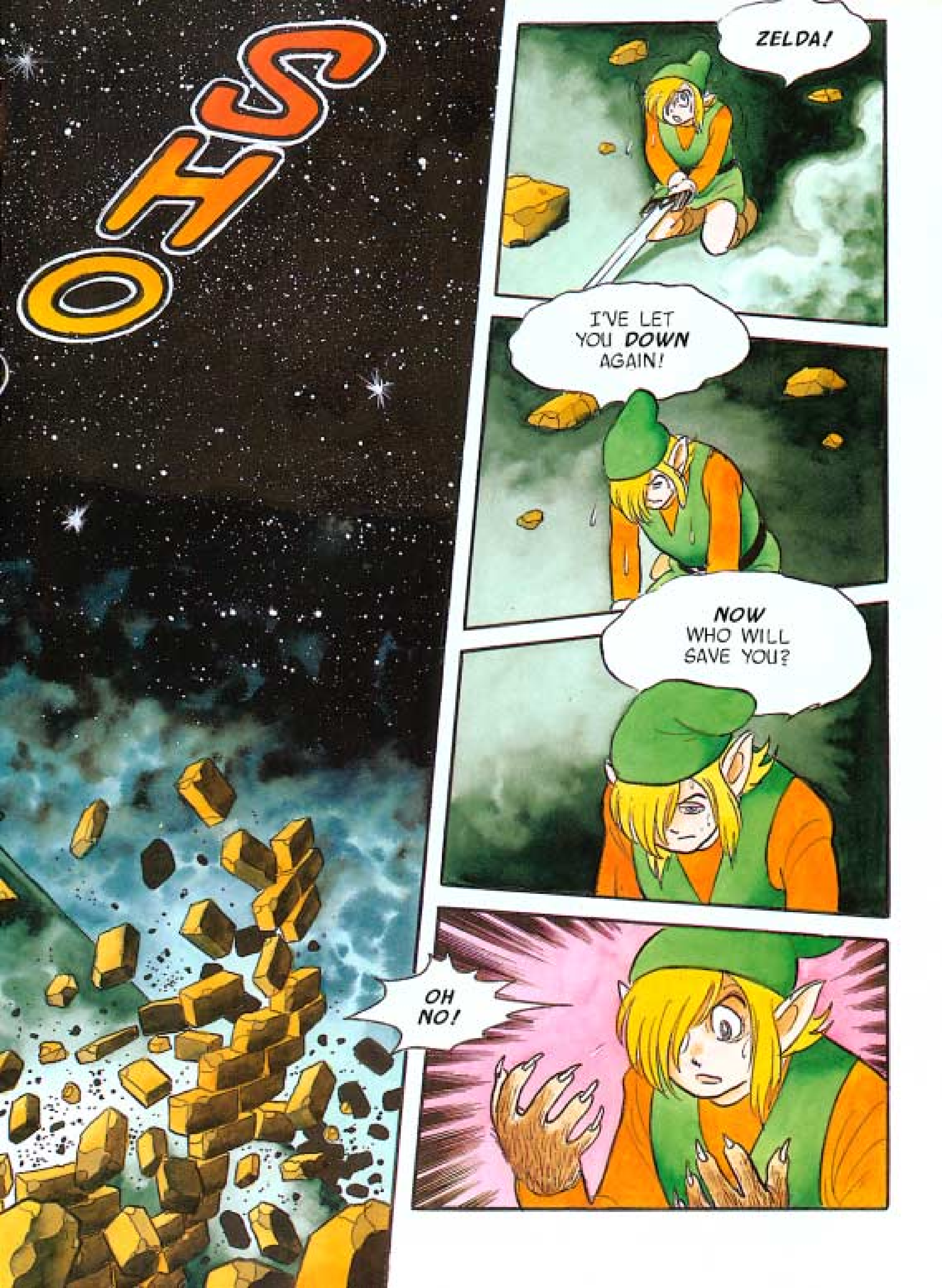

HUMMPH... THE PUNY FOOL'S RAGE IS SOMEHOW BEING CHANNELED BY THE MASTER SWORD!
CLATTER
CLATTER
HE AND THE SWORD ARE AS ONE!
BONK! POK!
HUH?!
I'M FREE!
HOLD IT, AGAHNIM!

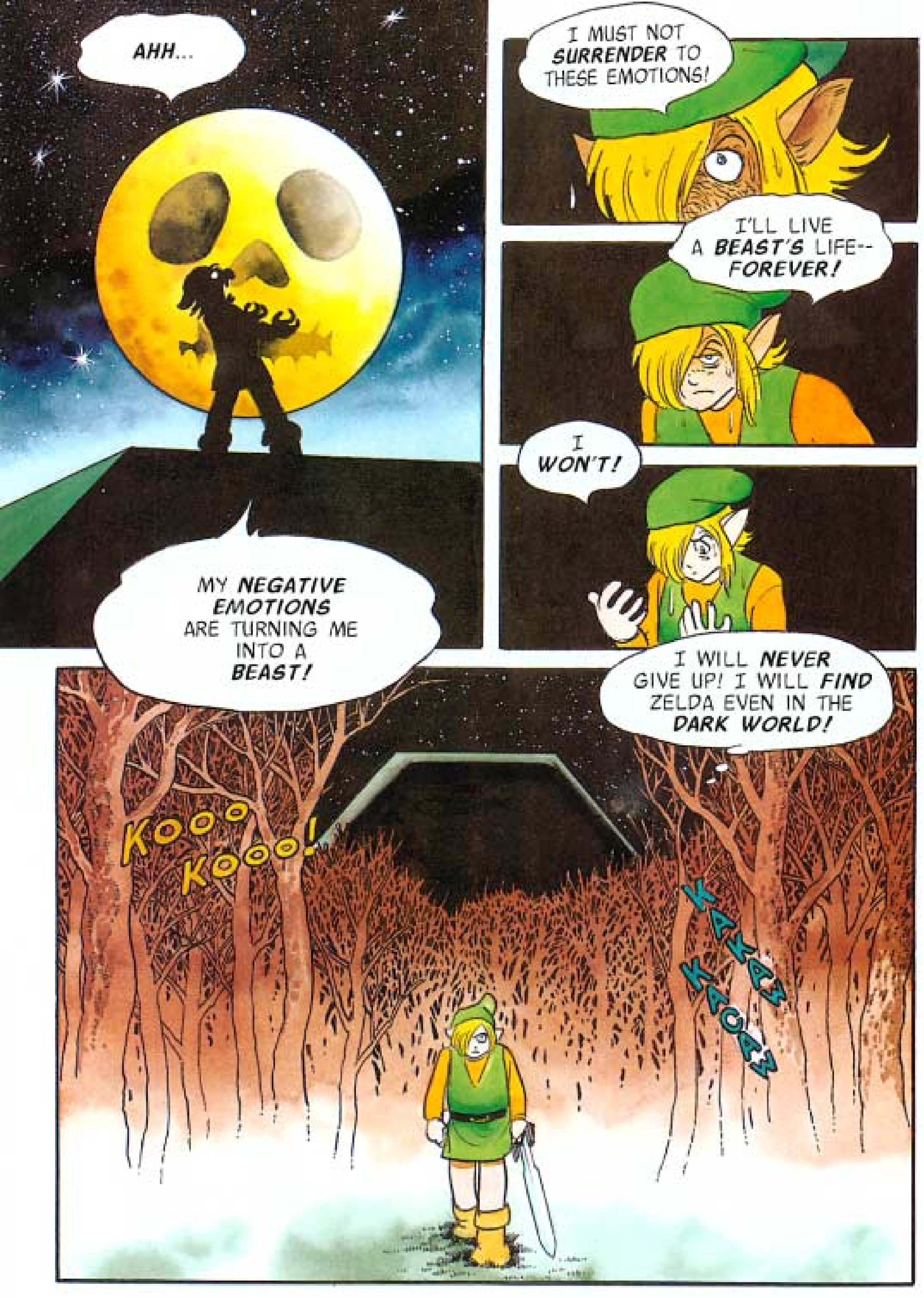

VAZZZZZZAP!
YAAAAAAH!!
SWISH!
HEH HEH HEH!
SWOOSH!
UNNNH!
SAHASRAHLA WAS RIGHT!
PANT
PANT
PANT
HA HA HAH!
I CAN'T SEEM TO HARM AGAHNIM'S BODY WITH THE MASTER SWORD!

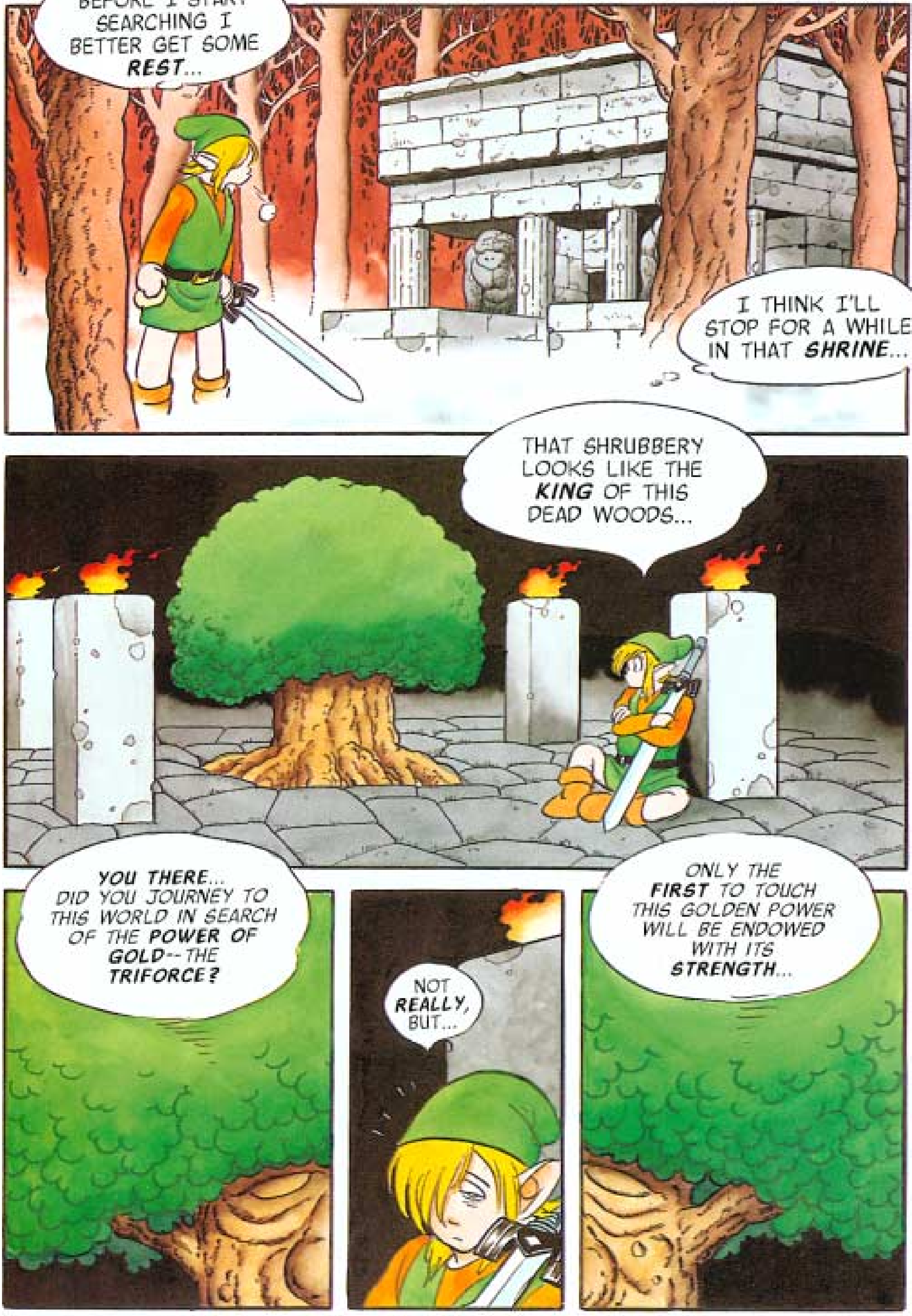

LINK, LISTEN! AGAHNIM'S MAGIC IS LIKE A **DOUBLE-EDGED SWORD**...
POOF!
WHAT DO YOU **MEAN?**
THE MASTER SWORD WAS ALSO FORGED TO **REPEL EVIL MAGIC!**
IT CAN **DEFEND** AS WELL AS **ATTACK?**
I HAVE YOU **NOW**, AGAHNIM!
WHHH-P!!
YOUR **OWN** EVIL ENERGY
WILL BE THE **END**
NOOOOO!!
KRACKA-ZAP!
OF YOU!

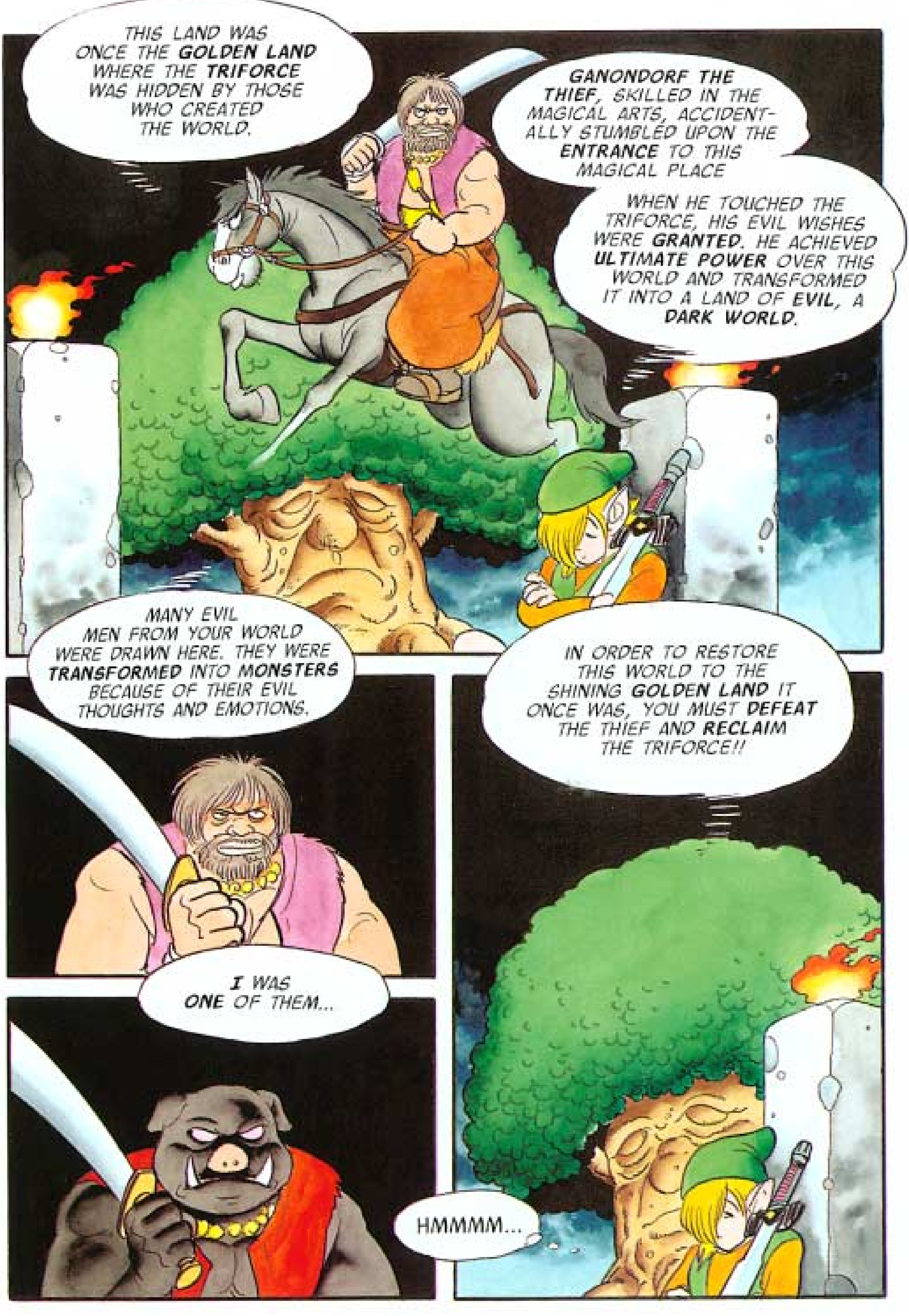

ZAH-BOOOM!
WELL MET, HERO...
URRRGH...
IT APPEARS YOU ARE NOT SUCH A **FOOL** AFTER ALL... BUT IT MAKES NO **DIFFERENCE**...
MY DEFEAT WILL NOT **RESTORE** THE WISE MEN'S SEAL, ON THE **CONTRARY**...
RRRRR...R
HEH HEH HEH...
RUMBLE RUMBLE
AND WITH MY **FINAL BREATH**...
...YOU WILL **JOIN** ZELDA IN...

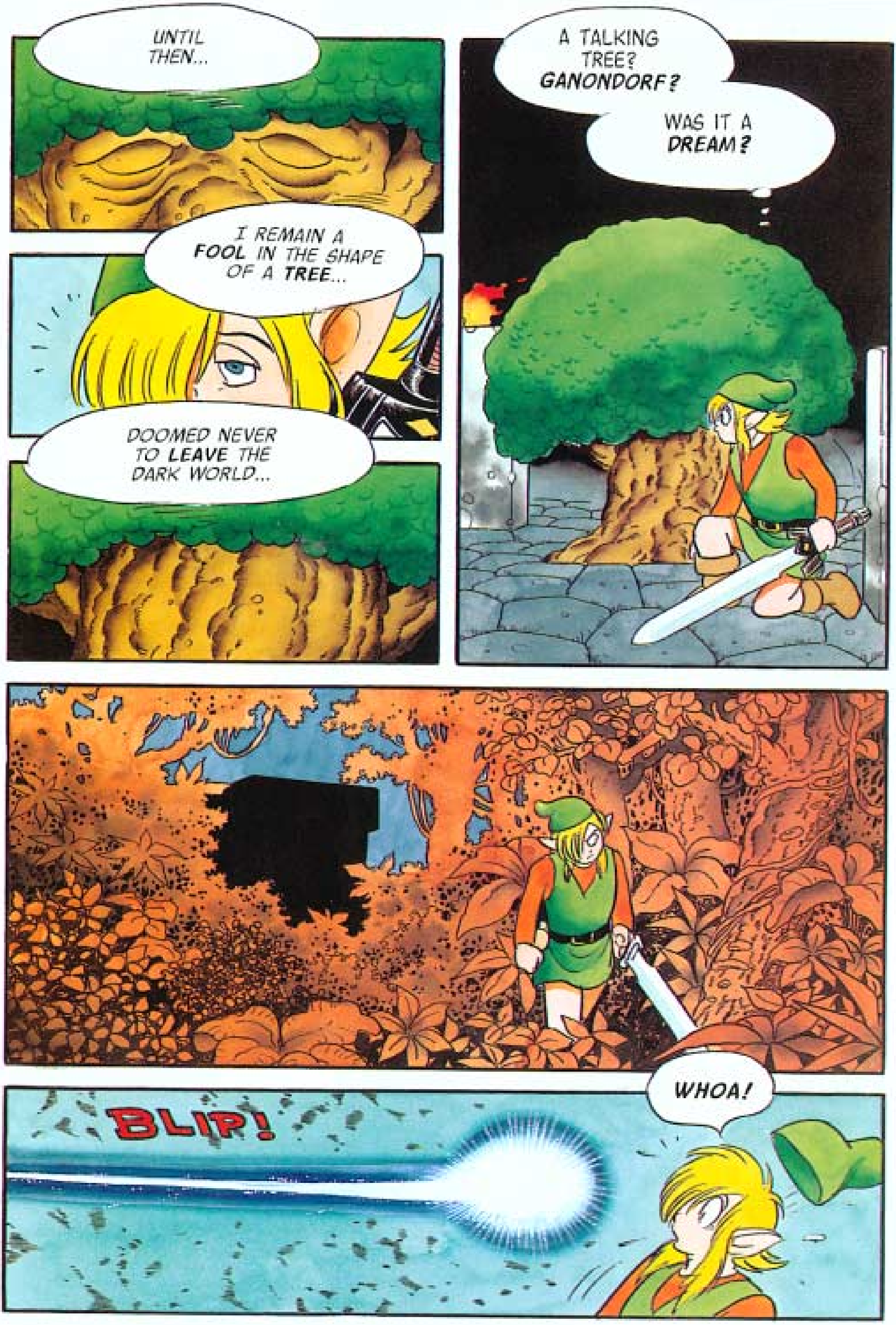

...THE DARK WORLD!
HAH HAH HAH HAH...
KRRRRRRUMBLE!
AAAAAAAHH!
OOOOOM!
KRRRRRUMBLE

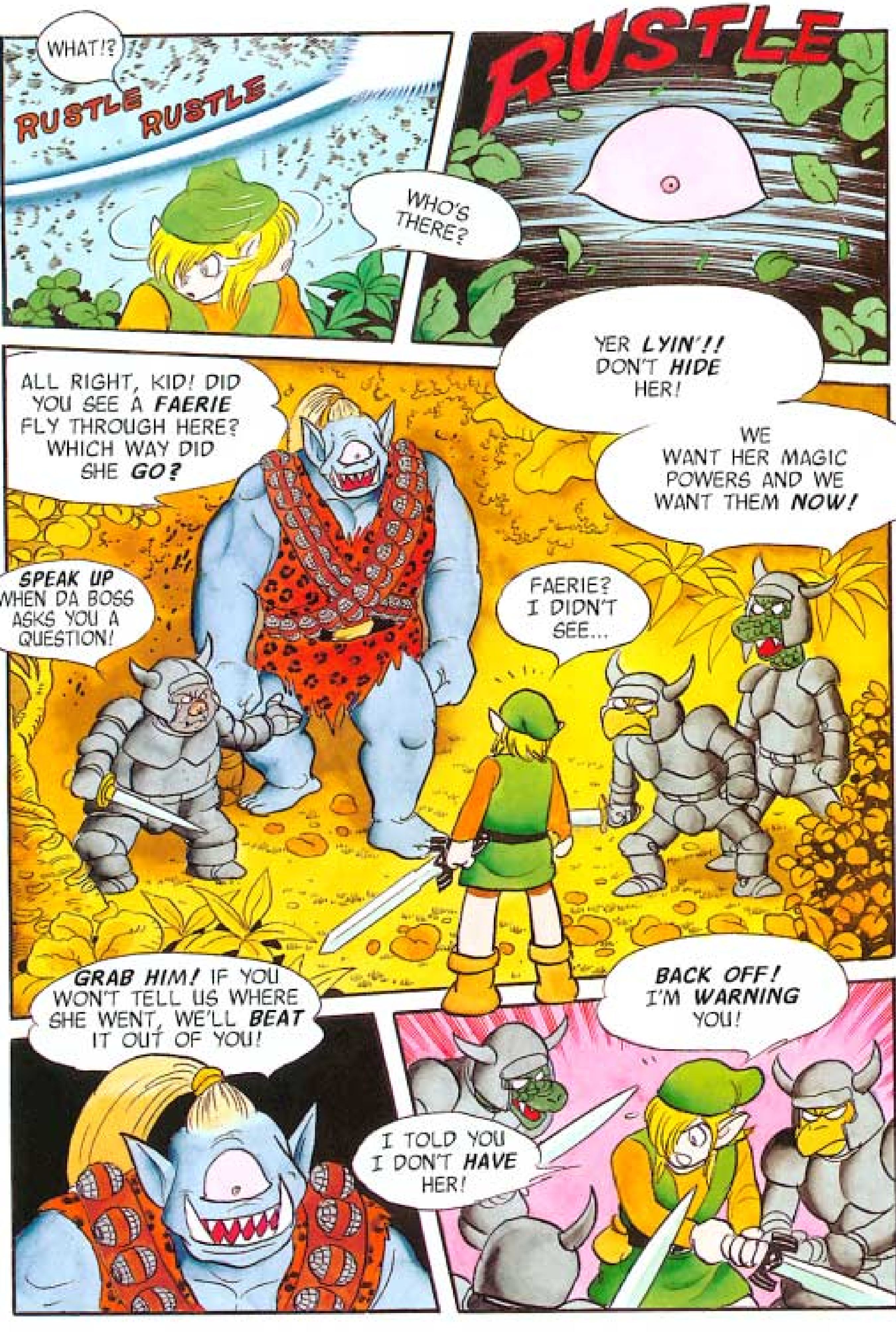

SHO
ZELDA!
I'VE LET YOU **DOWN** AGAIN!
NOW WHO WILL SAVE YOU?
OH NO!

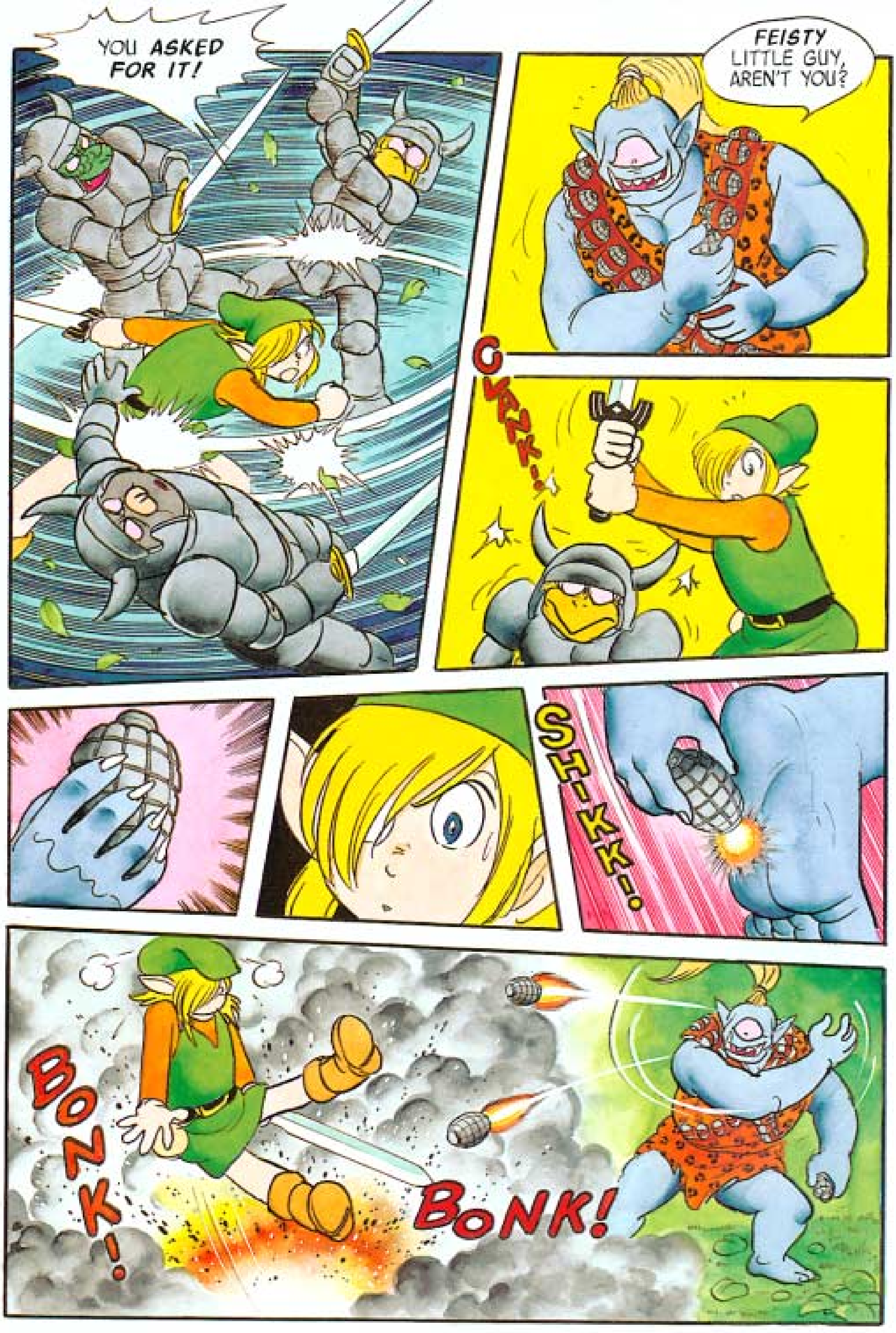

AHH...
MY NEGATIVE EMOTIONS ARE TURNING ME INTO A BEAST!
I MUST NOT SURRENDER TO THESE EMOTIONS!
I'LL LIVE A BEAST'S LIFE-- FOREVER!
I WON'T!
I WILL NEVER GIVE UP! I WILL FIND ZELDA EVEN IN THE DARK WORLD!
KOOO KOOOO!
KAKAW KACAW

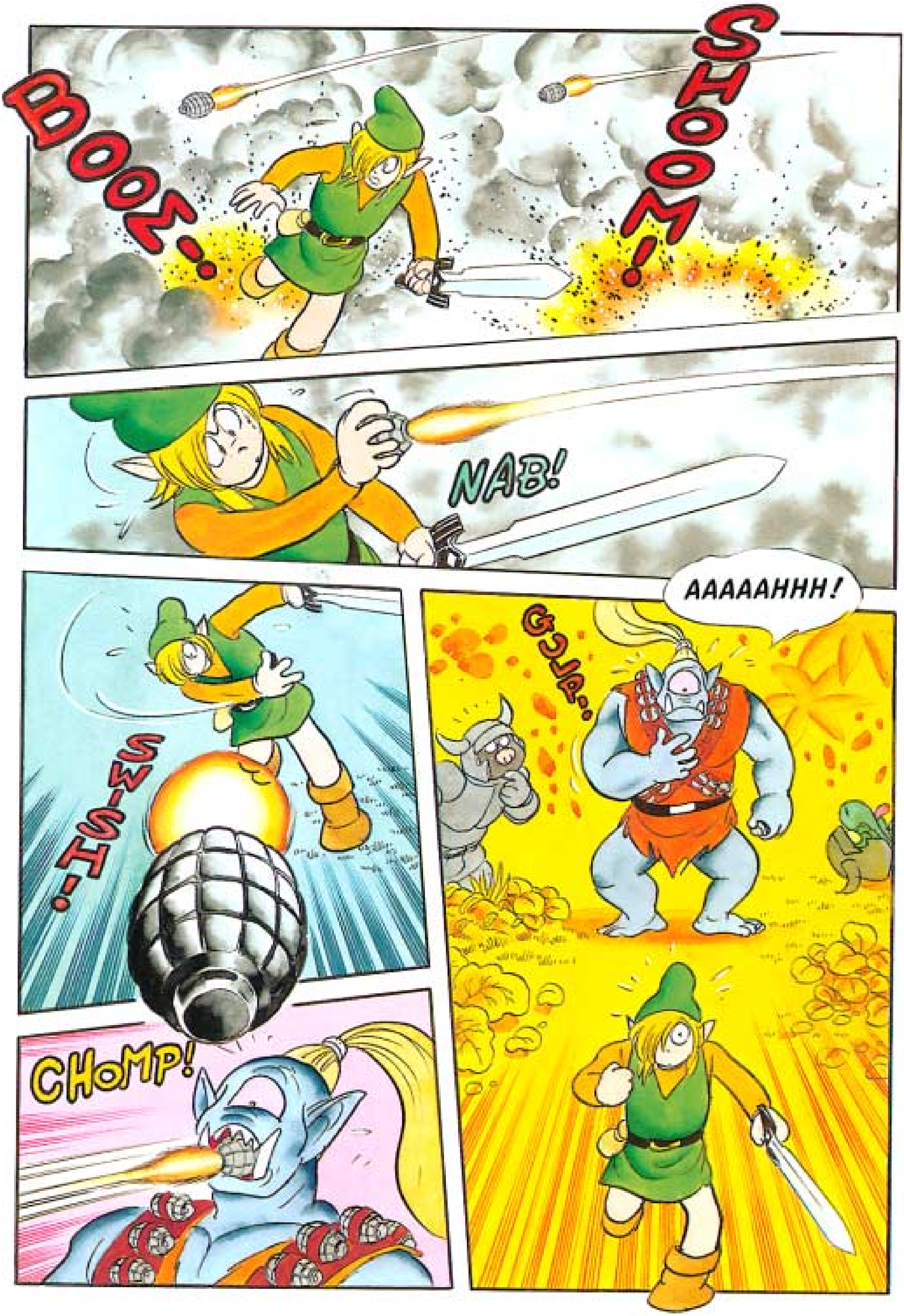

BEFORE I START SEARCHING I BETTER GET SOME **REST**...
I THINK I'LL STOP FOR A WHILE IN THAT **SHRINE**...
THAT SHRUBBERY LOOKS LIKE THE **KING** OF THIS DEAD WOODS...
YOU THERE... DID YOU JOURNEY TO THIS WORLD IN SEARCH OF THE **POWER OF GOLD**--THE **TRIFORCE?**
NOT **REALLY,** BUT...
ONLY THE **FIRST** TO TOUCH THIS GOLDEN POWER WILL BE ENDOWED WITH ITS **STRENGTH**...

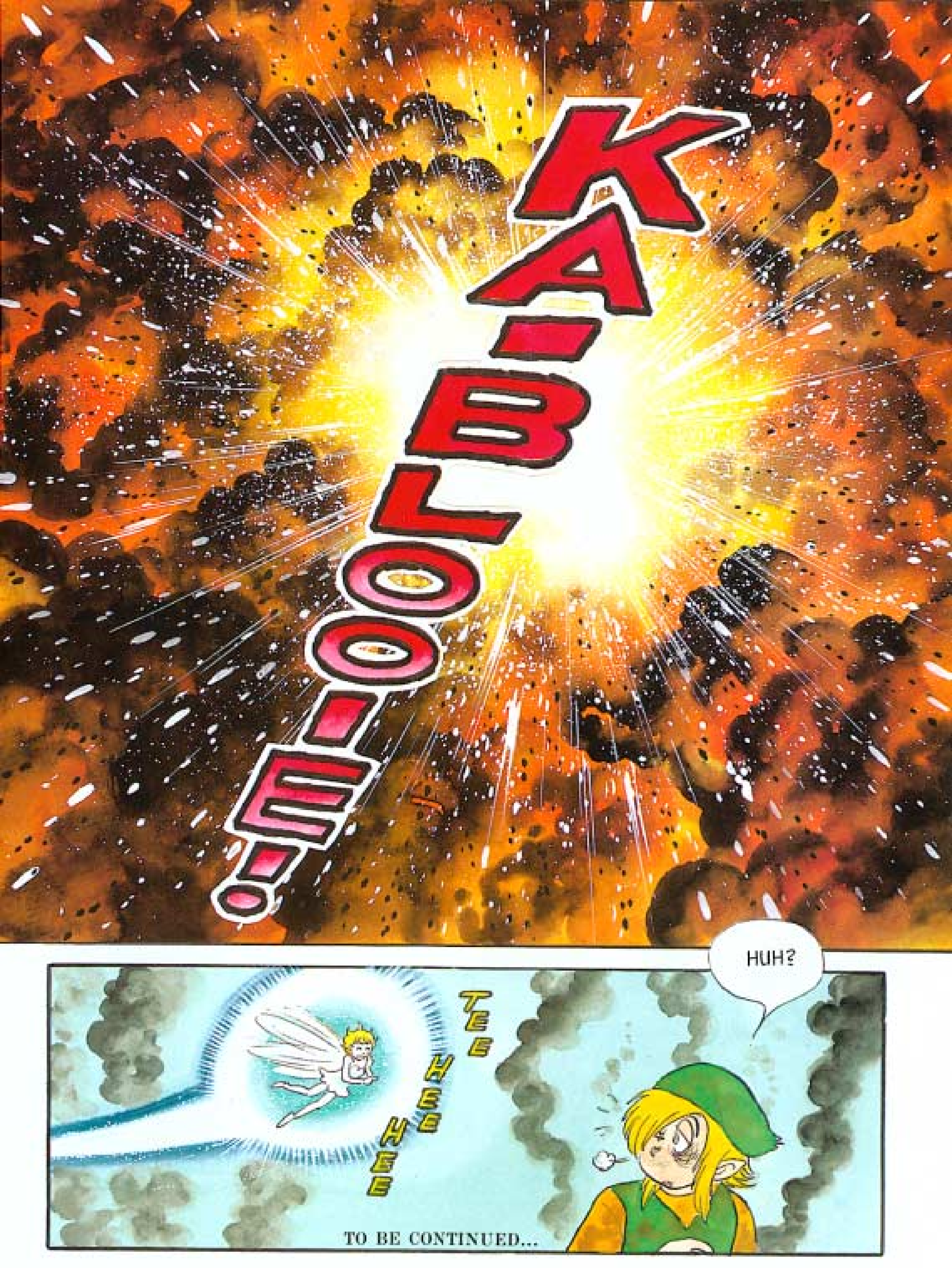

THIS LAND WAS ONCE THE **GOLDEN LAND** WHERE THE **TRIFORCE** WAS HIDDEN BY THOSE WHO CREATED THE WORLD.
GANONDORF THE THIEF, SKILLED IN THE MAGICAL ARTS, ACCIDENTALLY STUMBLED UPON THE **ENTRANCE** TO THIS MAGICAL PLACE
WHEN HE TOUCHED THE TRIFORCE, HIS EVIL WISHES WERE **GRANTED**. HE ACHIEVED **ULTIMATE POWER** OVER THIS WORLD AND TRANSFORMED IT INTO A LAND OF **EVIL**, A **DARK WORLD**.
MANY EVIL MEN FROM YOUR WORLD WERE DRAWN HERE. THEY WERE **TRANSFORMED** INTO **MONSTERS** BECAUSE OF THEIR EVIL THOUGHTS AND EMOTIONS.
I WAS ONE OF THEM...
IN ORDER TO RESTORE THIS WORLD TO THE SHINING **GOLDEN LAND** IT ONCE WAS, YOU MUST **DEFEAT** THE THIEF AND **RECLAIM** THE TRIFORCE!!
HMMMM...


UNTIL THEN...
I REMAIN A FOOL IN THE SHAPE OF A TREE...
DOOMED NEVER TO LEAVE THE DARK WORLD...
A TALKING TREE? GANONDORF?
WAS IT A DREAM?
BLIP!
WHOA!

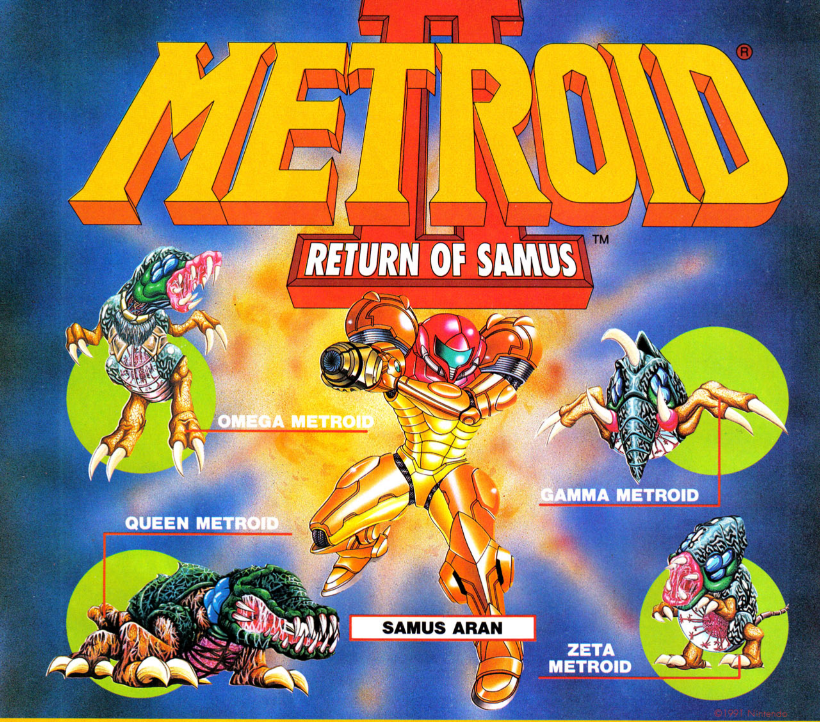

WHAT!?
RUSTLE RUSTLE
WHO'S THERE?
RUSTLE
ALL RIGHT, KID! DID YOU SEE A FAERIE FLY THROUGH HERE? WHICH WAY DID SHE GO?
YER LYIN'!! DON'T HIDE HER!
WE WANT HER MAGIC POWERS AND WE WANT THEM NOW!
SPEAK UP WHEN DA BOSS ASKS YOU A QUESTION!
FAERIE? I DIDN'T SEE...
GRAB HIM! IF YOU WON'T TELL US WHERE SHE WENT, WE'LL BEAT IT OUT OF YOU!
BACK OFF! I'M WARNING YOU!
I TOLD YOU I DON'T HAVE HER!


YOU ASKED FOR IT!
FEISTY LITTLE GUY, AREN'T YOU?
GWANK!!
SHIKK!!
BONK!
BONK!


BOOOM!!
SHOOM!!
NAB!
SWISH!
CHOMP!
GULP..
AAAAAHHH!


KA-BLOOIE!
TEE HEE HEE
HUH?

TO BE CONTINUED...



©1991 Nintendo

METROID MADNESS REVISITED

Samus Aran's latest alien-crushing episode is fast becoming a Game Boy classic. Since so many players have discovered the world of Metroid II: Return of Samus, and since we only scratched the surface in our first review of the game, we've decided to present a blow-by-blow feature with complete maps and item locations. Return with us now to the planet SR388. The Metroid menace is multiplying at a startling rate. If Samus doesn't wipe out these mutant creatures in a hurry, their numbers and strength will grow to the point of no return.

THE MAIN OBJECTIVE

DESTROY ALL METROIDS

While the original Metroids were difficult enough to deal with, their quickly evolving mutants are an even more threatening menace. At the beginning of your mission, your Metroid meter will count 39 of the evil creatures. You've got a lot of zapping to do!

ANOTHER GOAL

COLLECT POWERFUL ITEMS

The planet's tunnels are packed with Power-Up items. Seek them out while executing your whirlwind tour of the SR388 underground. Some items will help you find new Metroid stomping grounds and others will help you protect yourself from the alien onslaught.

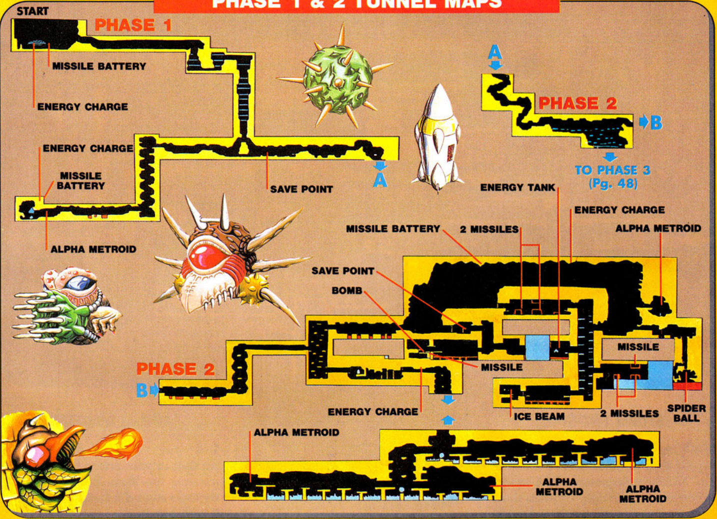
PHASES 1 & 2:
TOUCH DOWN

The adventure begins in a tunnel near the planet's surface. Once you blast the first Metroid, the deadly liquid blocking Phase 2 will sink deeper into the planet.

MOST IMPORTANT ITEMS & ENEMIES

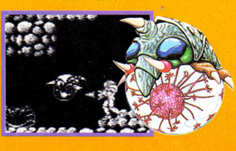
ALPHA METROIDS (5)
ENERGY TANK/BOMBS
SPIDER BALL
MISSILES (6)

PHASE 1 & 2 TUNNEL MAPS


START
PHASE 1
MISSILE BATTERY
ENERGY CHARGE
ENERGY CHARGE
MISSILE BATTERY
SAVE POINT
A
ALPHA METROID
A
PHASE 2
B
TO PHASE 3 (Pg. 48)
ENERGY TANK
ENERGY CHARGE
MISSILE BATTERY
2 MISSILES
ALPHA METROID
SAVE POINT
BOMB
MISSILE
MISSILE
PHASE 2
B
ENERGY CHARGE
ICE BEAM
2 MISSILES
SPIDER BALL
ALPHA METROID
ALPHA METROID
ALPHA METROID

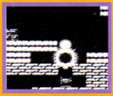
AN ALPHA METROID AWAKES

Your first encounter with the most sophisticated species of SR388 will be with a relatively primitive Alpha Metroid. Switch to Missiles before you enter the chamber. Then approach the creature cautiously. As soon as the Metroid snaps out of its sleeping state and flies at you, fire Missiles as quickly as you can. The Metroid will go down after five direct hits.

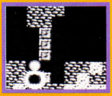


BLAST AWAY WITH BOMBS

After you collect the Bombs, you'll be able to open up several new passages and propel yourself over small barriers and into narrow tunnels. The supply of Bombs is endless and you can detonate as many as three of these powerful devices at a time.



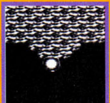
Bombs can be used to break away parts of walls, floors and ceilings.



By placing Samus near the blast of a Bomb, you can make her bounce over obstacles.

STICKY BUSINESS

The Spider Ball is at the bottom of a long, narrow chamber. After you fire on the casing to release the Ball and then touch it, you'll be able to stick to walls and ceilings. This is a must-have item in many of the planet's caverns.



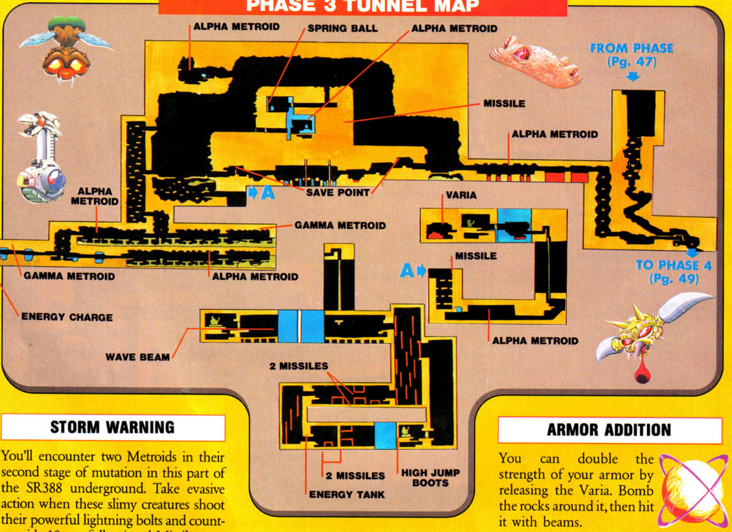
PHASE 3:
MORE METROIDS

The battle rages on after a second quake drains more deadly liquid, which allows you to enter this enemy infested area. A total of eight Metroids and countless other mutant creatures wait for you here. It'll pay for you to get the armor-doubling Varia as soon as possible.

MOST IMPORTANT ITEMS & ENEMIES

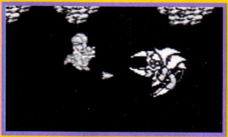
ALPHA METROIDS (6)
GAMMA METROIDS (2)
ENERGY TANK/MISSILES (6)
HIGH JUMP BOOTS/VARIA

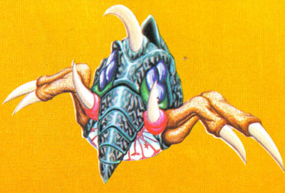
PHASE 3 TUNNEL MAP


ALPHA METROID
SPRING BALL
ALPHA METROID
FROM PHASE (Pg. 47)
MISSILE
ALPHA METROID
ALPHA METROID
A
SAVE POINT
VARIA
GAMMA METROID
MISSILE
A
TO PHASE 4 (Pg. 49)
GAMMA METROID
ALPHA METROID
ENERGY CHARGE
WAVE BEAM
ALPHA METROID
2 MISSILES
2 MISSILES
HIGH JUMP BOOTS
ENERGY TANK

STORM WARNING

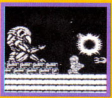
You'll encounter two Metroids in their second stage of mutation in this part of the SR388 underground. Take evasive action when these slimy creatures shoot their powerful lightning bolts and counter with 10 carefully aimed Missiles.

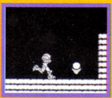




SPRING IS HERE

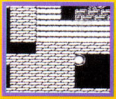
The Spring Ball is guarded by a non-mutant creature known as the Archnus. Beams are ineffective against this villain. You'll have to create Bombs and draw the Archnus into their explosive range in order to send it packing.

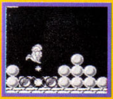




ARMOR ADDITION

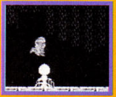
You can double the strength of your armor by releasing the Varia. Bomb the rocks around it, then hit it with beams.

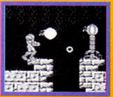




BEWARE OF BLOBS

The cavern is littered with evil Blob Throwers. The only way to cut down these pesky plants is to target their Blob-tossing mouths. Jump over them and fire straight down or use the Wave Beam.



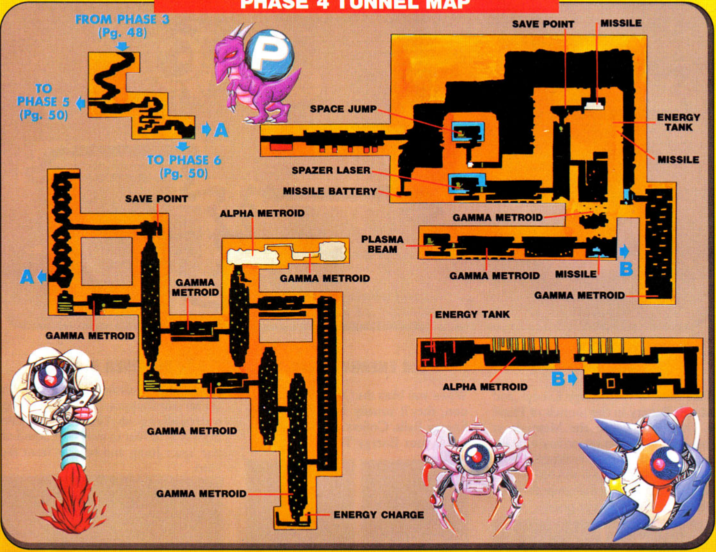


PHASE 4:
DEEPER INTO THE PLANET

Gamma Metroids hide behind every corner of this part of the planet. Be ready for combat at any moment and make sure that you collect both Energy Tanks.

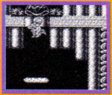
MOST IMPORTANT ITEMS & ENEMIES
- ALPHA METROIDS (2)
- GAMMA METROIDS (8)
- ENERGY TANKS (2)
- MISSILES (3) SPACE JUMP

PHASE 4 TUNNEL MAP


FROM PHASE 3 (Pg. 48)
TO PHASE 5 (Pg. 50)
A
TO PHASE 6 (Pg. 50)
SAVE POINT
MISSILE
SPACE JUMP
ENERGY TANK
MISSILE
SPAZER LASER
MISSILE BATTERY
SAVE POINT
ALPHA METROID
GAMMA METROID
PLASMA BEAM
B
GAMMA METROID
GAMMA METROID
MISSILE
GAMMA METROID
A
GAMMA METROID
GAMMA METROID
ENERGY TANK
ALPHA METROID
B
GAMMA METROID
GAMMA METROID
ENERGY CHARGE

NO TURNING BACK

There are two points in this area's tunnels where you can travel in only one direction. If you move past these points and attempt to turn around, you'll encounter blocking obstacles. Make sure that you explore every tunnel thoroughly and collect all of the items that you need. If you leave with some stones unturned, you might find it difficult to return.

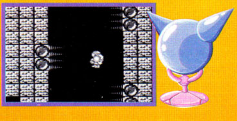


MAJOR DANGER

The going really gets tough in this part of the SR388 underground. Not only will you meet up with more Metroids than ever before, but you'll also experience long, vertical tunnels with poisonous plants, restraining Metroid webs and very few platforms. Make sure that you know where to get energy and use your special items to their full potential.

MIDAIR BOOST

After you collect the Space Jump, you'll have the power to go for an extra boost while you're in midair. This technique is very useful in chambers with few platforms. You'll meet with the best results if you try to zigzag while you ascend.

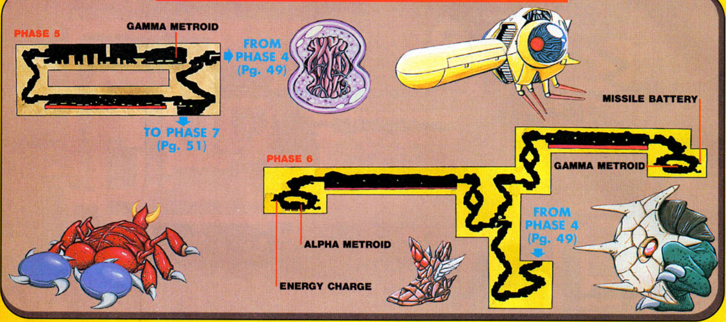


PHASES 5 & 6:
CLOSE QUARTERS

The tunnels of these remote sections of the planet can be very narrow in some places. You'll have to be quick to move and ready to take a lot of damage when you meet the Metroids in these close quarters.

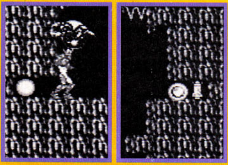
MOST IMPORTANT ENEMIES:
GAMMA METROIDS (2)
ALPHA METROID (1)

PHASE 5 & 6 TUNNEL MAP


PHASE 5
GAMMA METROID
FROM PHASE 4 (Pg. 49)
TO PHASE 7 (Pg. 51)
MISSILE BATTERY
PHASE 6
GAMMA METROID
FROM PHASE 4 (Pg. 49)
ALPHA METROID
ENERGY CHARGE

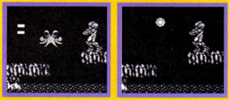
PIT STOP

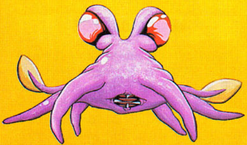
Take note of the Energy Charge and Missile Battery in the tunnels of Phase 6. Once you defeat the Metroids in these areas, you can return any time for an Energy or Missile recharge. It will pay to know where you can rest so that you can get back to full strength when you're exploring future phases.



BIG ENERGY BREAK

When you blast the Octrolls in this section, they'll usually leave behind Big Energy Balls. Collect these Power-Ups to fill your Energy Tanks.

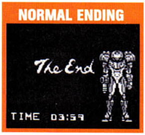




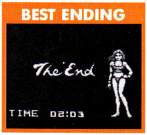
FIGHT FOR A FAST FINISH

This game has several endings, just like the original Metroid adventure. If you can go through the game from start to finish in a total playing time of three hours or less, you'll witness the best ending scene.

NORMAL ENDING

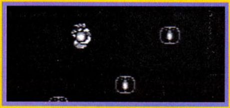

The End
TIME 03:59

BEST ENDING


The End
TIME 02:03

FLY OVER FLITTS

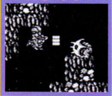
The strange creatures known as Flitts appear and disappear in tunnels seeping with deadly liquids. You can try to jump from Flitt to Flitt to avoid the liquid or just Space Jump and stay far from the Flitts.



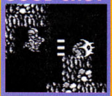
GET AROUND

A lot of creatures on SR388 are built with natural shielding which will guard them against your beams. The mean Motos in this area have a sturdy front plate. In order to defeat these creeps, you'll have to blast them from above or behind.

NO GO



GOOD SHOT



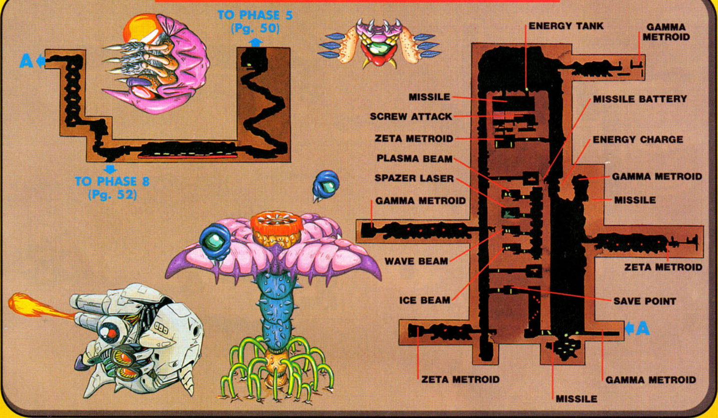
PHASE 7:
GRAND CAVERN

Since the huge cavern of Phase 7 has a lot of long drops, it'll pay to perfect the Space Jump technique when you explore this area. The Spider Ball will also help.

MOST IMPORTANT ITEMS & ENEMIES

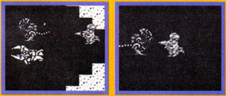
ZETA METROIDS (3)
GAMMA METROIDS (4)
ENERGY TANK/MISSILES (3)
SCREW ATTACK

PHASE 7 TUNNEL MAP


TO PHASE 5
(Pg. 50)
A
TO PHASE 8
(Pg. 52)
ENERGY TANK
GAMMA METROID
MISSILE
SCREW ATTACK
ZETA METROID
PLASMA BEAM
SPAZER LASER
GAMMA METROID
WAVE BEAM
ICE BEAM
MISSILE BATTERY
ENERGY CHARGE
GAMMA METROID
MISSILE
ZETA METROID
SAVE POINT
A
ZETA METROID
MISSILE
GAMMA METROID

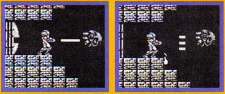
ZAP THE ZETAS

A trio of Zeta Metroids haunt the Phase 7 corridors. These third stage Metroid mutations move quickly and swoop down on their enemies. You can only knock out their energy when you hit them with Missiles from in front or behind.



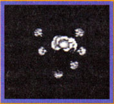
MAXIMUM POWER

By now, you've seen all of the different types of weapons. You can go back for appropriate beams whenever you need them. The three-laser Spazer beam is very useful.



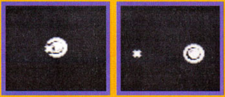
BUZZSAW BLAST

You'll discover the Screw Attack near the top of the cavern. This awesome fighting technique will allow you to blaze through enemies while you jump and spin.

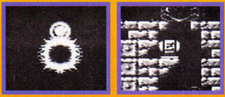


DARK CHAMBER

If you can get through the unlit section of this cavern, you'll be able to collect a Missile and an Energy Tank. Create Bombs as you roll and break away the blocking rocks. Also, try to use the Spider Ball to climb narrow, vertical passages.



Use Bombs to break through dark passages.



Climb the walls with the Spider Ball.

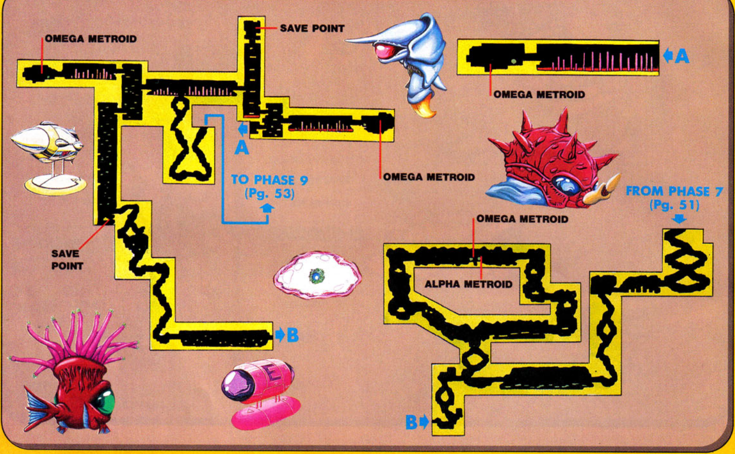
PHASE 8:
TRICKY TUNNELS

The winding passages of Phase 8 have no Energy Charges or Missile Batteries and very few prospects for extra Energy Balls. You'll have to make your way through these corridors only with the energy saved in your tanks.

MOST IMPORTANT ENEMIES

ALPHA METROID (1)
OMEGA METROIDS (4)

PHASE 8 TUNNEL MAP



OMEGA EXTERMINATION

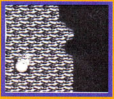
Omega Metroids are one of the most sophisticated Metroid strains. You'll have to fight four of them in this phase. These monsters attack in a similar pattern to the Zeta Metroids though they are much faster. Fire off a quick load of Missiles when they stop and hover. It'll take a lot of firepower to check these creeps off your list.

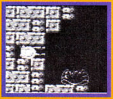
METROID LOOP

After you disperse the Alpha Metroid in this area a quake will occur, causing liquid to rise and trap you in a circular path. Go around the loop completely and you'll come across an Omega Metroid. Then defeat this creature and the liquid will sink again.

GET BACK

Since there are four Omega Metroids in this area, there's very little chance that you'll be able to clear it without making use of an Energy Charge and a Missile Battery. When you're feeling the need for supplies, go back to Phase 7 and refill.





A CROSS-SYSTEM CLASSIC

The original NES Metroid has been such a hit with fans that the programmers wanted to make an even more spectacular version for Game Boy. Could a Super NES Metroid be in the works? Maybe!

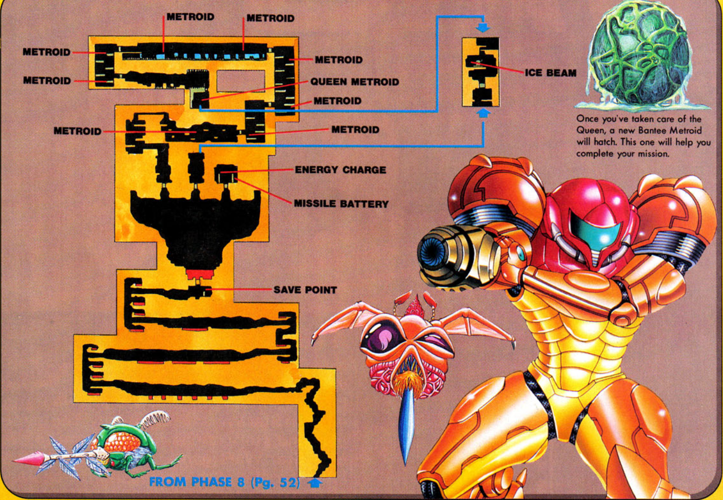
PHASE 9:
THE FINAL BATTLE

As you approach the Queen Metroid, ruler of SR388, you'll encounter several newly hatched non-mutant Metroids. Be careful! They're still tough!

MOST IMPORTANT ITEMS & ENEMIES

ICE BEAM
METROIDS (8)
QUEEN METROID

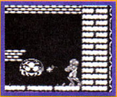
PHASE 9 TUNNEL MAP

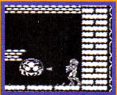

METROID
METROID
METROID
METROID
METROID
QUEEN METROID
METROID
METROID
METROID
ICE BEAM
ENERGY CHARGE
MISSILE BATTERY
SAVE POINT
FROM PHASE 8 (Pg. 52)

Once you've taken care of the Queen, a new Bantee Metroid will hatch. This one will help you complete your mission.

THE ORIGINALS RETURN

The Queen Metroid has hatched several new Metroids. These creatures haven't been heard from since the original adventure. Freeze them with the Ice Beam, then finish them off with five Missiles each. They'll be gone, but they won't leave behind items like the last ones did.



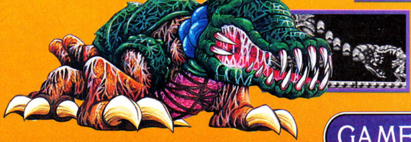


THE ULTIMATE MUTATION: THE QUEEN METROID

The leader of the Metroids is a fierce mutation. You'll need about 200 Missiles for your confrontation with this creature. Avoid its three-ball blast and long-necked attack, then aim for its open mouth when it tries to bite. If you're on target, the Queen will freeze for a moment, allowing you to get in a few hits before it snaps back.

Avoid the Fireballs or tear them up with the Screw Attack.

Leap out of the way when the Queen lashes out at you.



You'll freeze your enemy with a well-placed Missile.

STAR WARS™

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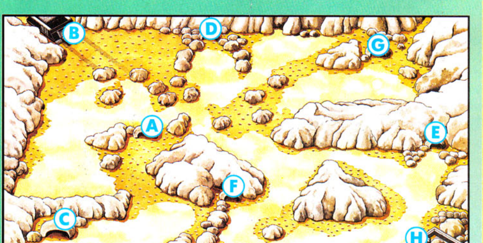
A LONG TIME AGO . . .

Now you can hold an entire galaxy of adventure in the palm of your hand! The far, far away galaxy of Star Wars is yours to enter in Star Wars for Game Boy. The game play and story are almost identical to the NES Star Wars game, which closely follows the plot of the movie. All the characters, exotic locations and laser blasting action are here!

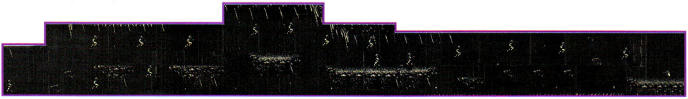
TATOOINE: The Desert Planet

The game opens with Luke Skywalker in search of the runaway droid, R2-D2. You must guide Luke's sandspeeder over the sun scorched and sand blasted surface of Tatooine, all the while avoiding imperial laser cannons and other hazards. Although the sandspeeder has no weapons, you can press the B Button to accelerate away from danger. The letters on the map correspond to the locations described on the following page. You must explore these caves and other locations to find weapons, Ben Kenobi and valuable Power-Ups.



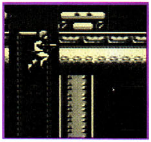
A. LASER CAVE

There are no enemies in this cave, but caustic slime drips from the stalactites hanging from the ceiling. Hold down the B Button and run and jump through the cave's obstacles at high speed to avoid the deadly drops. Be sure to get the Blaster Power-Up located just before the cave's exit.



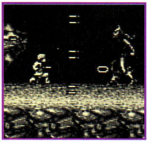
B. SAND CRAWLER

The desert scavenging Jawas infest the junk-filled sandcrawler. Your goal is to recover R2-D2 from the depths of the trap-filled vehicle. Work your way up and right, shooting enemies as soon as they come into view.



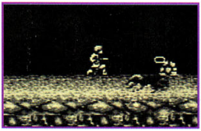
C. ENTER SAND MAN

Your best bet to avoid the energy bolts the Sand Men fire from their bodies is to duck. Don't get too close to them, and fire at them as you duck. Look for a well-hidden 1-Up in this cave in addition to the two Shield units inside.



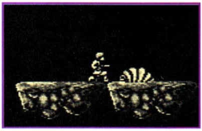
D. ROCK HOUND'S LAIR

Duck and shoot the Rock Hounds from a distance when you see them advancing at you. Avoid the falling rocks by jumping and dodging swiftly. Don't miss the Millennium Falcon shield unit you will find here.



E. CRAWLER CAVERN

Sand Slugs move slowly, but can be deadly. Wait until you can get a clear shot at them, then duck and shoot as they squirm away from you. There is also a Shield unit in this cave.

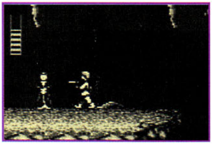


F. RAIDER'S LAIR

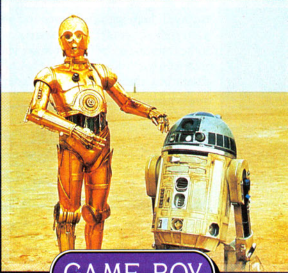
When you are ambushed by a Tusken Raider, try to escape to high ground. When you reach a ledge, get your bearings and attack the Raider from the safety of your perch. A Shield unit awaits you in this cave's depths.

G. GENERAL KENOBI'S CAVE

You definitely need Ben Kenobi to join you in your adventures. He not only serves as spiritual advisor and mentor in the ways of the Force, he also revives fallen teammates and gives Luke the Lightsaber—a powerful weapon with a short range.

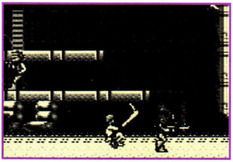


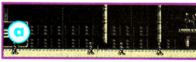
If Han Solo or Princess Leia fall in battle, Obi-Wan can revive them, but only a limited number of times.



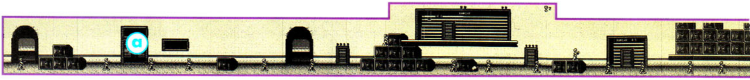
H. MOS EISLEY

Tatooine's spaceport, Mos Eisley, is a scum pit full of the most ruthless aliens in the galaxy. It is also patrolled by Imperial Stormtroopers in search of the droids, R2-D2 and C-3PO. Luke must enter this place to find a space captain to take him off of Tatooine. Han Solo is his man, but he is hidden in the depths of Mos Eisley's cantina. It's a dangerous place with tough enemies that can only be vanquished by Luke's Lightsaber or Han's powerful Blaster.



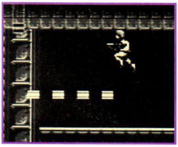


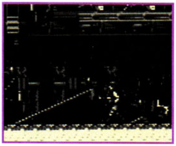
Use the Lightsaber or Han's Blaster to defeat the stronger enemies.



FIGHT YOUR WAY TO THE FALCON (1)

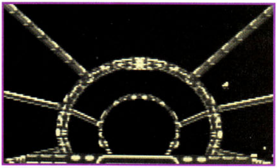
The Millennium Falcon is parked in Hangar 94. You must reach the ship alive to leave Tatooine. Before you head for the ship, you should collect the eight Shields hidden in the caves on the planet's surface. On your way to the Falcon, watch for bounty hunters. They are especially dangerous and can do a lot of damage. Use Han Solo's superior firepower to blow away any enemies that get in your way.





ALDERAAN NO MORE

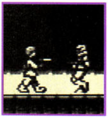
In your escape from Tatooine, you will run into a meteor shower. Although you can get fancy and dodge your way through it, it's easier to just push and hold the Right Arrow down. This way you will never get hit.

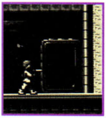


If you can avoid the meteors for a little over a minute, you will reach the Death Star!

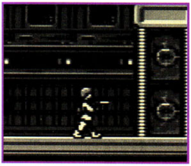
DEATH STAR RISING

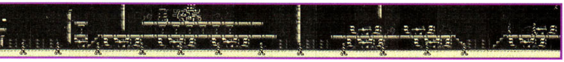
The layout of the Death Star's interior is similar to the hangar of Mos Eisley, but is patrolled by more Stormtroopers. Use Han again to blast a path through them with firepower and with quick jumping and dodging. Once you reach the computer room, you will find that Princess Leia is scheduled to be terminated. You must make your way up through a maze of elevators to rescue her. Sometimes it is possible simply to avoid enemies by jumping them, but always keep your Blaster handy.





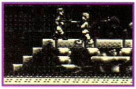
Han Solo is the team leader of choice, unless you have to make some long jumps, in which case Luke does better.

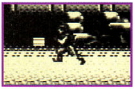




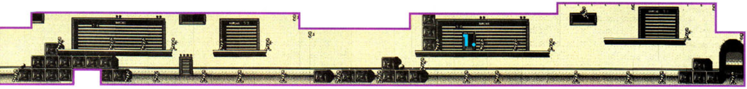
LUKE LOCATES HAN SOLO

Han Solo will join your party and take you to Alderaan if you contact him in the cantina. You need him in order to pilot the Millennium Falcon.



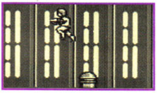


Be sure to have Obi-Wan revive Han Solo if he falls to the assault of the Stormtroopers.

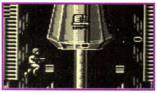


POWER DOWN THE BEAM

In certain areas, R2-D2 will be able to tap into the Death Star's computer network and bring up a map of the elevator maze. This can be helpful in finding your way to the tractor beam core. Once there, it takes eight shots to destroy the beam's power source. After you have destroyed the Tractor Beam, rescue Leia and escape from the Death Star!



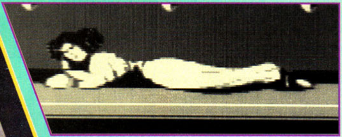
Avoid the roving defense robots and hurry to rescue Leia!



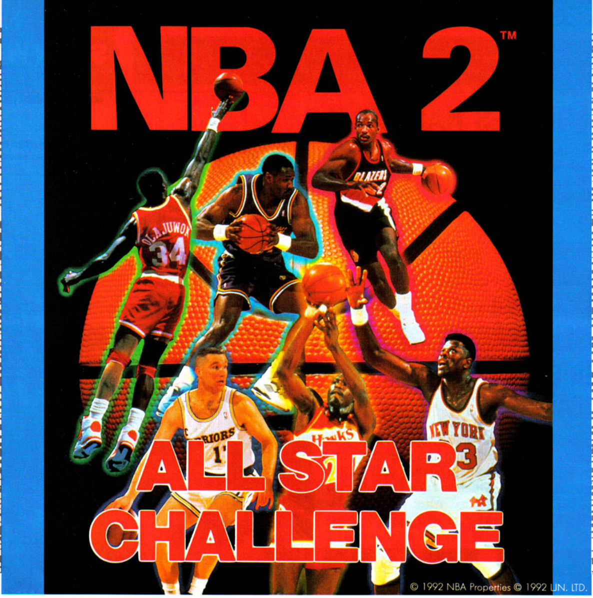
Avoid the laser defenses, climb the ladders on the side and fire as you jump down to destroy the Death Star's tractor beam!

THE FATE OF THE GALAXY IS IN YOUR HANDS

Your mission to destroy the Death Star and defeat the evil Empire's plans is only just beginning! If you use the Force, you will prevail!



Leia, Luke, Han, and the droids have more adventures ahead of them!


NBA 2™
ALL STAR CHALLENGE

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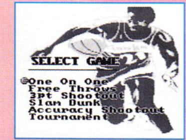
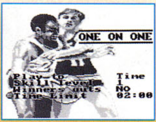
SLAMMIN'AND JAMMIN'

So you think you have what it takes to play B-Ball with the big boys. NBA 2 ALL STAR CHALLENGE from LJN gives you your chance. Take your best shot at the top NBA players in six One-on-One contests. Fans of the original NBA ALL STAR CHALLENGE will find two hot new contests: Slam Dunk and 3pt. Shootout. Play against the computer, or take on a friend using the Game Link option. Whichever way you play, get ready for slammin' and jammin'.

SIX ALL STAR COMPETITIONS

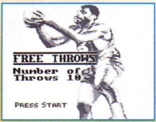
Challenge the best players in the NBA to six competitions of skill including Slam Dunk, One-on-One, and Accuracy Shootout.


SELECT GAME
One On One
Free Throws
3pt Shootout
Slam Dunk
Accuracy Shootout
Tournament



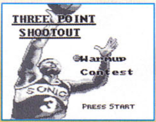
Play to Time
Skill level 1
Winners outs NO
Time Limit 02:00

One-on-One requires great offensive and defensive talent.

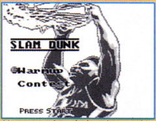

FREE THROWS
PRESS START

Number of Throws 10

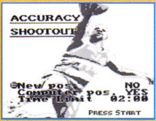
A good eye is the key when shooting from the top of the key.


THREE POINT SHOOTOUT
Warmup
Contest
PRESS START

Can you hit the basket from the perimeter for three points?

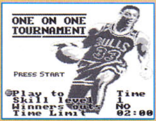

SLAM DUNK
Warmup
Contest
PRESS START

Master six slam dunk techniques like Swing the Cat.


ACCURACY SHOOTOUT
PRESS START

New pos. NO
Computer pos. YES
Time Limit 02:00

The Accuracy Shootout means quick shooting from all over the court.

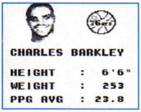

ONE ON ONE TOURNAMENT
PRESS START

Play to Time
Skill level 1
Winners outs NO
Time Limit 02:00

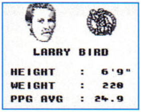
Tournament One-on-One play with four All Stars of your choice.

POWER PLAYERS

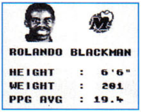
Part of the challenge is to pick the best All Star for each contest. Some players may be great at the Slam Dunk but lousy at the 3pt. Shootout. Every NBA team is represented by an All Star.



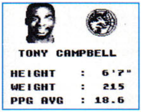
CHARLES BARKLEY
HEIGHT : 6'6"
WEIGHT : 253
PPG AVG : 23.8



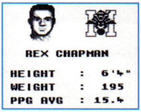
LARRY BIRD
HEIGHT : 6'9"
WEIGHT : 220
PPG AVG : 24.9



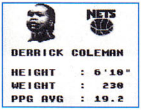
ROLANDO BLACKMAN
HEIGHT : 6'6"
WEIGHT : 201
PPG AVG : 19.4



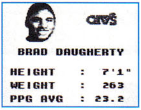
TONY CAMPBELL
HEIGHT : 6'7"
WEIGHT : 215
PPG AVG : 18.6



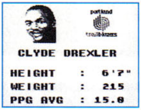
REX CHAPMAN
HEIGHT : 6'4"
WEIGHT : 195
PPG AVG : 15.4



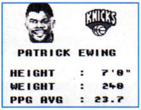
DERRICK COLEMAN
HEIGHT : 6'10"
WEIGHT : 230
PPG AVG : 19.2



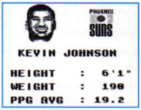
BRAD DAUGHERTY
HEIGHT : 7'1"
WEIGHT : 263
PPG AVG : 23.2



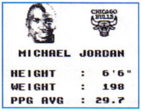
CLYDE DREXLER
HEIGHT : 6'7"
WEIGHT : 215
PPG AVG : 15.0



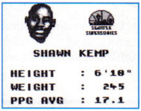
PATRICK EWING
HEIGHT : 7'0"
WEIGHT : 240
PPG AVG : 23.7



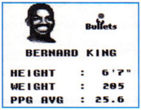
KEVIN JOHNSON
HEIGHT : 6'1"
WEIGHT : 190
PPG AVG : 19.2



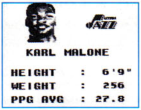
MICHAEL JORDAN
HEIGHT : 6'6"
WEIGHT : 198
PPG AVG : 29.7



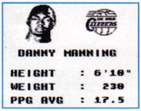
SHAWN KEMP
HEIGHT : 6'10"
WEIGHT : 245
PPG AVG : 17.1



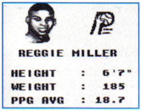
BERNARD KING
HEIGHT : 6'7"
WEIGHT : 205
PPG AVG : 25.6



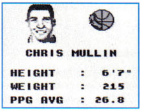
KARL MALONE
HEIGHT : 6'9"
WEIGHT : 256
PPG AVG : 27.8



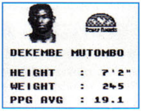
DANNY MANNING
HEIGHT : 6'10"
WEIGHT : 230
PPG AVG : 17.5



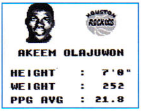
REGGIE MILLER
HEIGHT : 6'7"
WEIGHT : 185
PPG AVG : 18.7



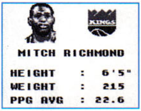
CHRIS MULLIN
HEIGHT : 6'7"
WEIGHT : 215
PPG AVG : 26.8



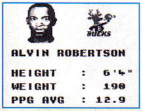
DEKEMBE MUTOMBO
HEIGHT : 7'2"
WEIGHT : 245
PPG AVG : 19.1



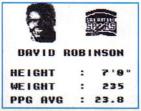
AKEEM OLAJUWON
HEIGHT : 7'0"
WEIGHT : 252
PPG AVG : 21.8



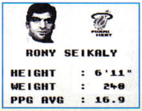
MITCH RICHMOND
HEIGHT : 6'5"
WEIGHT : 215
PPG AVG : 22.6



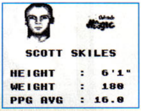
ALVIN ROBERTSON
HEIGHT : 6'4"
WEIGHT : 190
PPG AVG : 12.9



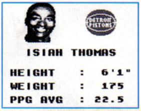
DAVID ROBINSON
HEIGHT : 7'0"
WEIGHT : 235
PPG AVG : 23.8



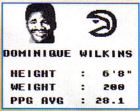
RONY SEIKALY
HEIGHT : 6'11"
WEIGHT : 240
PPG AVG : 16.9



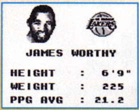
SCOTT SKILES
HEIGHT : 6'1"
WEIGHT : 180
PPG AVG : 16.0



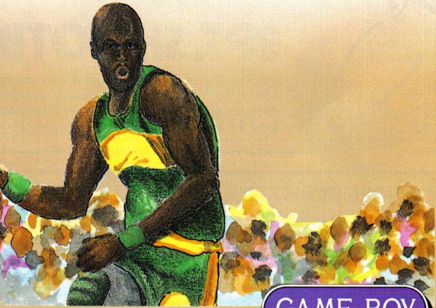
ISIAH THOMAS
HEIGHT : 6'1"
WEIGHT : 175
PPG AVG : 22.5



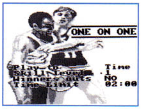
DOMINIQUE WILKINS
HEIGHT : 6'8"
WEIGHT : 200
PPG AVG : 28.1



JAMES WORTHY
HEIGHT : 6'9"
WEIGHT : 225
PPG AVG : 21.2



ONE-ON-ONE

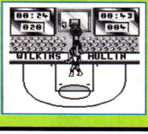


Play to Time
Skill level 1
Winners outs NO
Time Limit 02:00

This is the ultimate contest: offense, defense, quick breaks, body jamming, slam dunking, 3pt. shooting. You set the parameters, how long you play, or to what score. You can even play Winners Outs. There are three skill levels. On the top level, any of the All Stars becomes a Super Star.

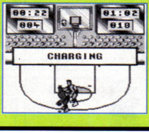
WINNERS OUTS

If you make the shot, you keep the ball—that's what is meant by Winners Outs. This can be an easy way to win quickly, or lose quickly if your opponent is hot.


00:24
020
00:43
004
WILKINS
MULLIN

CHARGING

A Charging penalty will be called if you romp over the defender like a blind bull. Use a little finesse and go around him.


00:22
004
01:02
010
CHARGING

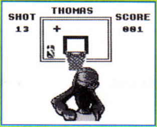
FREE THROWS

FREE THROWS
PRESS START
Number of Throws 20

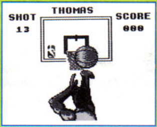
Shooting Free Throws may seem like the most basic hoop competition imaginable, but it's not as easy as it sounds. The targeting cross hairs move randomly, and you have almost no control. Wait until the cross hairs are just above the rim, then shoot.

WAITING AND WATCHING

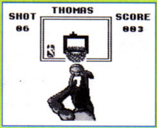
The targeting cross hairs circle around and around the sweet spot on the backboard just above the rim. Don't wait for your hair to fall out, move on to another event.


SHOT
13
THOMAS
SCORE
001

The cross hairs move randomly.

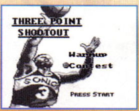

SHOT
13
THOMAS
SCORE
000

Don't expect much control.


SHOT
06
THOMAS
SCORE
003

Patience is the trick.

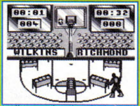
3PT. SHOOTING


THREE POINT
SHOOTOUT
Warmup
Contest
SONICS
3
PRESS START

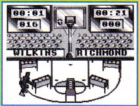
3pt. Shooting or Around the World gives you five shots from five places outside the 3pt. line. The best shooters have the highest Points Per Game Averages, with the result that fewer of their shots bounce off the rim. Release the ball as the player reaches his highest point to sink the shot.

THREE POINT STARS

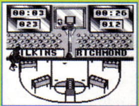
Some of the All Stars dominate this event with their pure outside shooting skills. Michael Jordan, Dominique Wilkins, Larry Bird and Bernard King are a few of the best perimeter shooters.


00:01
004
00:32
000
WILKINS
RICHMOND

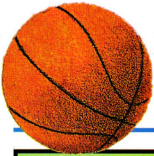
Wilkins easily takes the lead.


00:01
016
00:21
000
WILKINS
RICHMOND

He's on a streak.


00:03
023
00:26
012
WILKINS
RICHMOND

Richmond can't keep up.



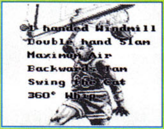
SLAM DUNK

This is the toughest skill to master. Your All Star starts at half court, dribbles to a flashing X designating your take-off point, leaps into the air, then smashes the ball through the hoop. Timing is critical on all six dunk styles. Three judges rate each dunk on a scale of one to ten.

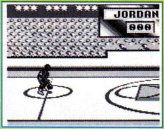
SLAM DUNK
Warm up
Contest
PRESS START

AIRBORNE

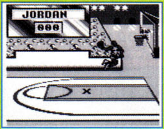
The six slam dunk styles include One-Handed Windmill, Doublehand Slam, Maximum Air, Backward Jam, Swing the Cat, and the 360 Whip. The last two are the toughest. Try to jump from the center of the X, then slam the ball when your arm reaches its highest point.


1 handed Windmill
Double hand Slam
Maximum Air
Backwards Jam
Swing the Cat
360° Whip

Choose your favorite dunk.



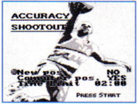
Air Jordan ready for take-off.


JORDAN
000
X

Once airborne, he times the dunk.

ACCURACY SHOOTOUT

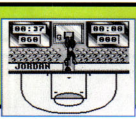
Quick shooting from all over the court is the idea behind this competition. The trick is to shoot quickly at the top of your jump, then move straight to the ball. You must pick up the ball after each shot, then dribble to the next shooting location.


ACCURACY
SHOOTOUT
PRESS START

New pos. NO
Computer pos. YES
Time Limit 02:00

CUSTOMIZE THE COURT

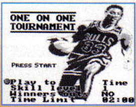
You can set the ten shooting locations before the competition begins. For a high scoring event, place the locations close to the basket. The shots are easier and the rebounds are quicker.


00:37
060
00:00
000
JORDAN

High scoring under the basket.

TOURNAMENT

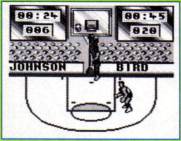
Control four players in one-on-one competitions against four opponents to determine the best of the All Stars. The Tournament is single elimination. Choose how many points are needed to win a match, if there is a time limit, and if it is Winners Outs or not.

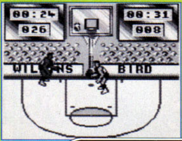

ONE ON ONE
TOURNAMENT
PRESS START

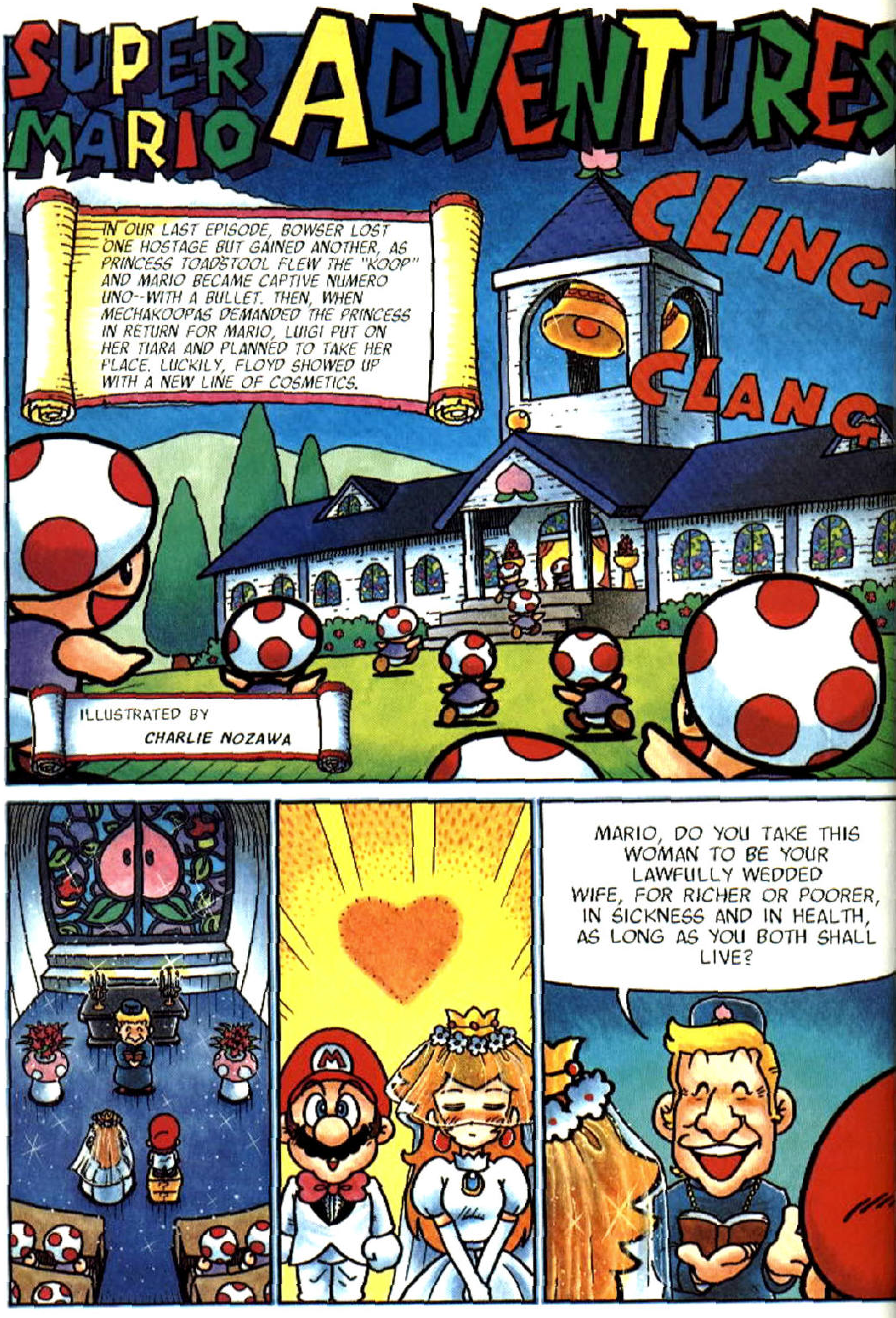
Play to Time
Skill level 1
Winners outs NO
Time Limit 02:00

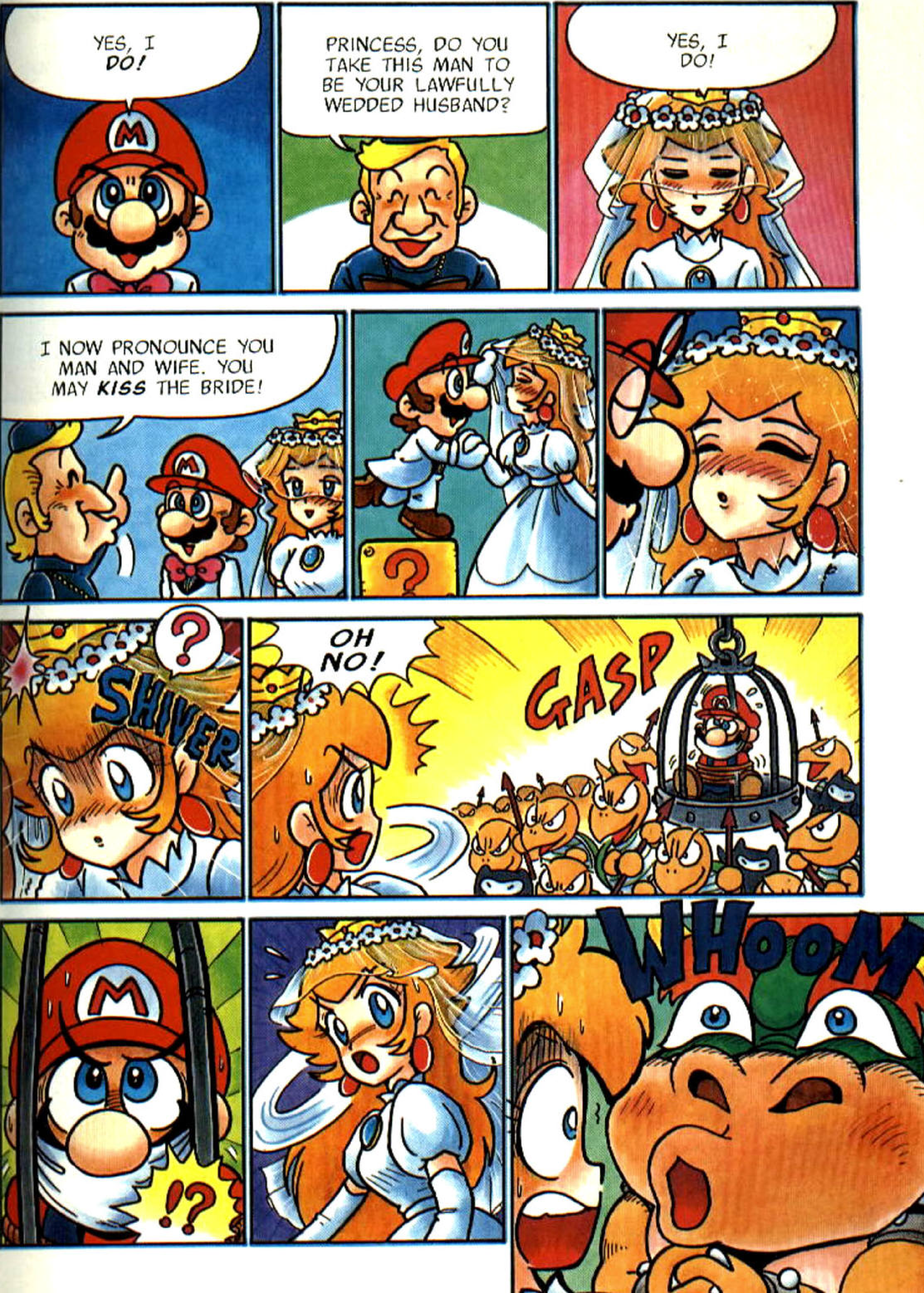
OUTSIDE ADVANTAGE

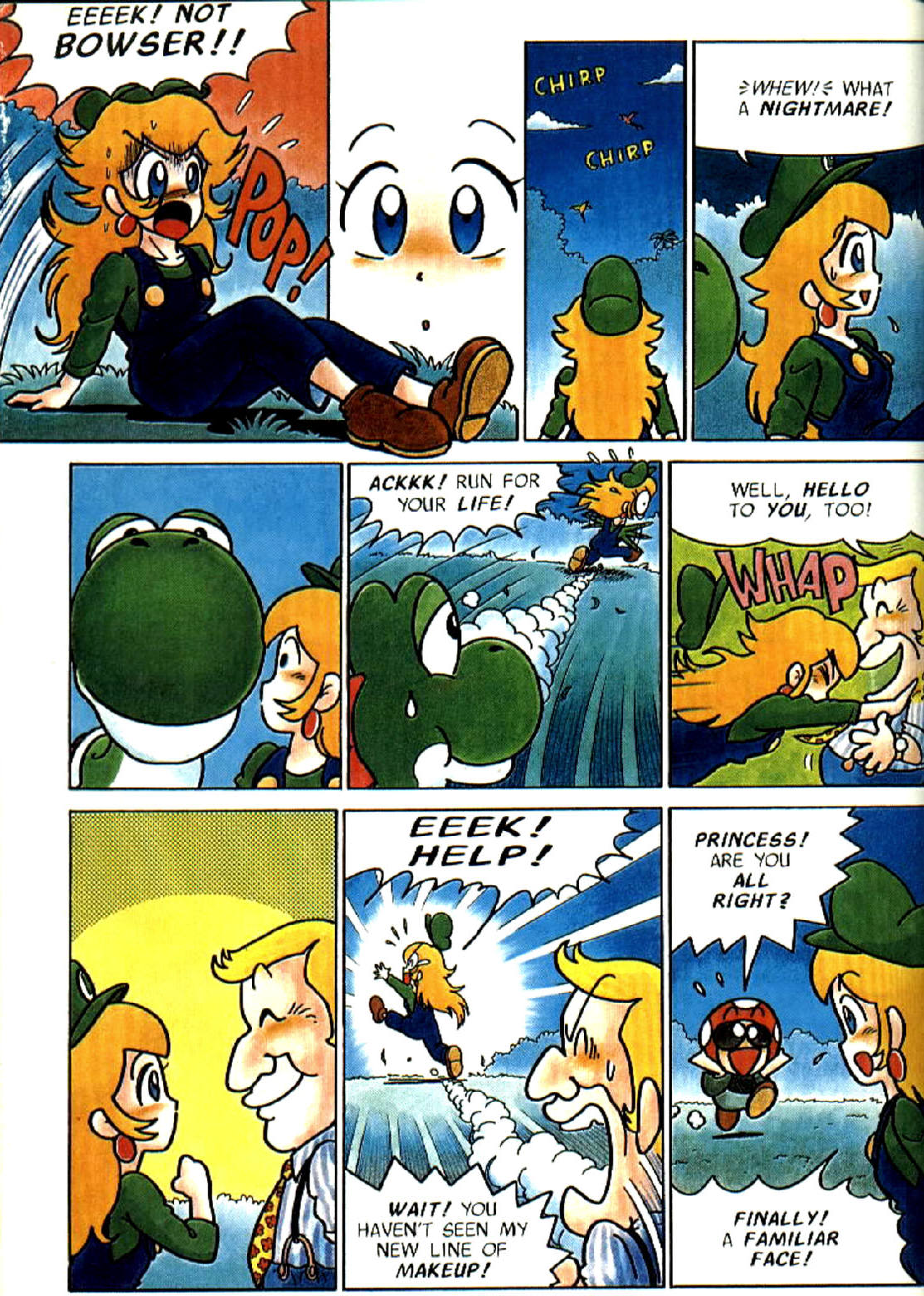
An All Star with a good outside shot has the advantage, because he scores three points for every two-point field goal of his opponent, plus he can shoot faster since he doesn't have to dribble up to the basket. If you let the other guy get ahead, it's tough to catch up.

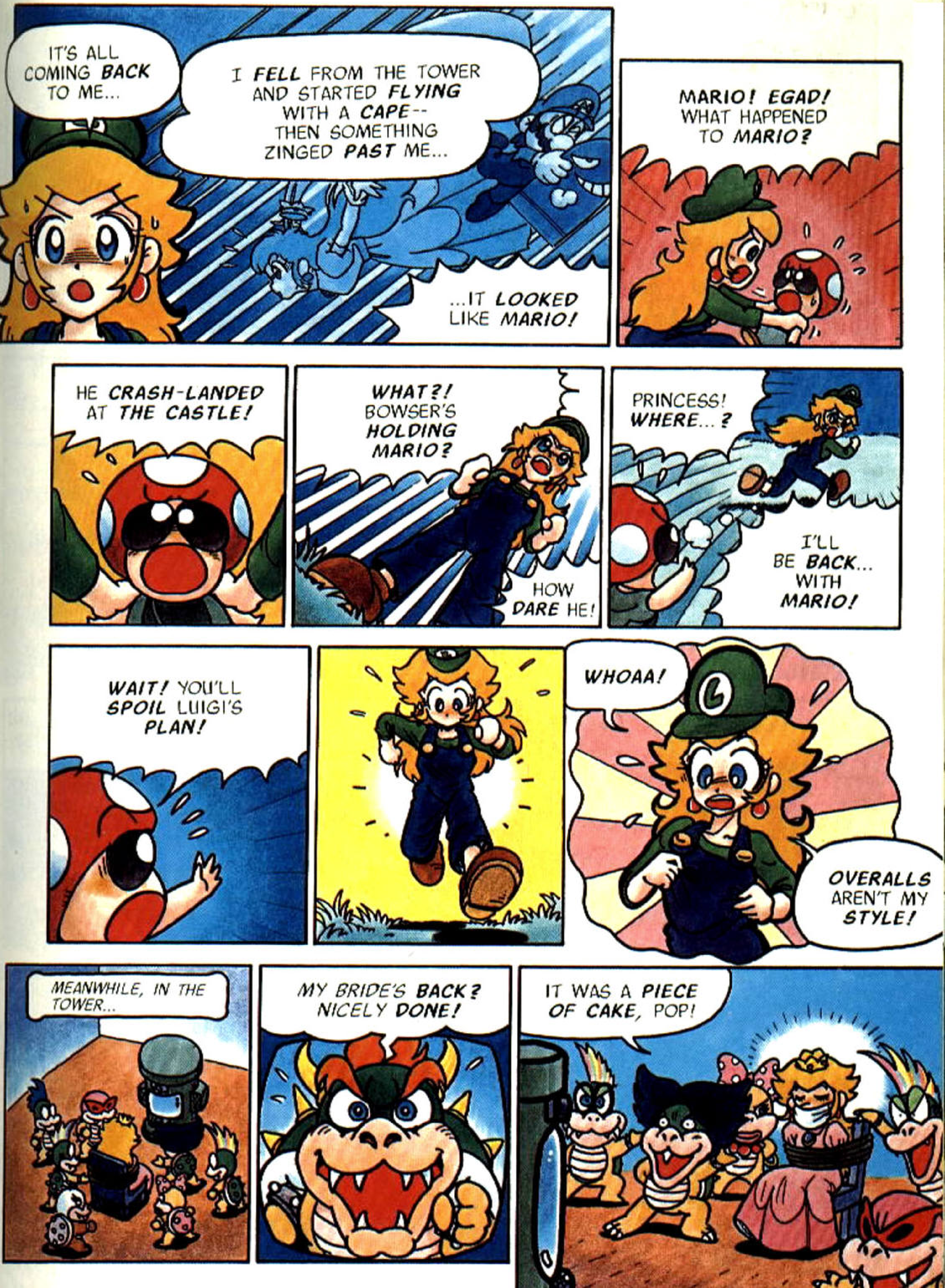

00:24
006
00:45
020
JOHNSON
BIRD

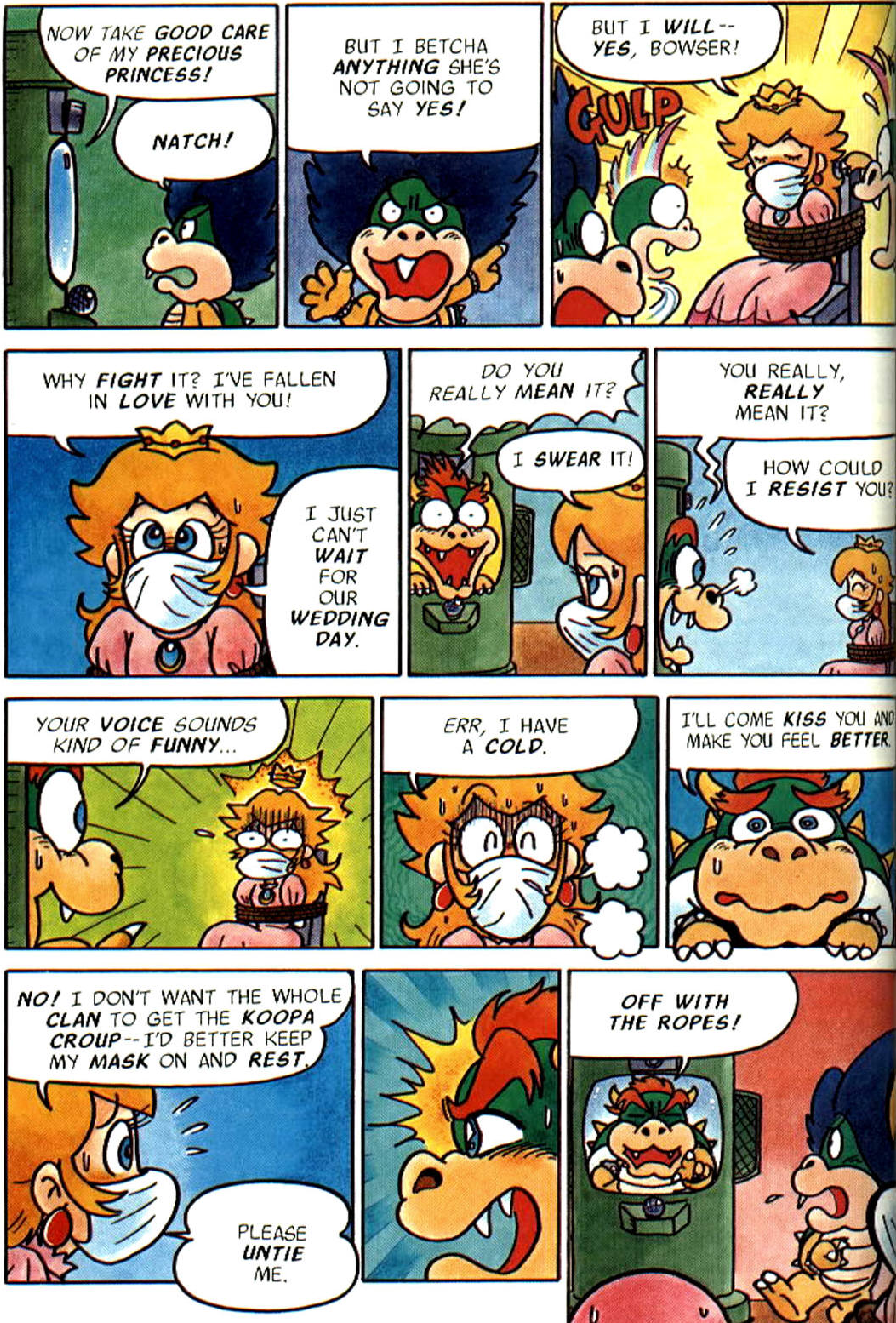

00:24
026
00:31
008
WILKINS
BIRD

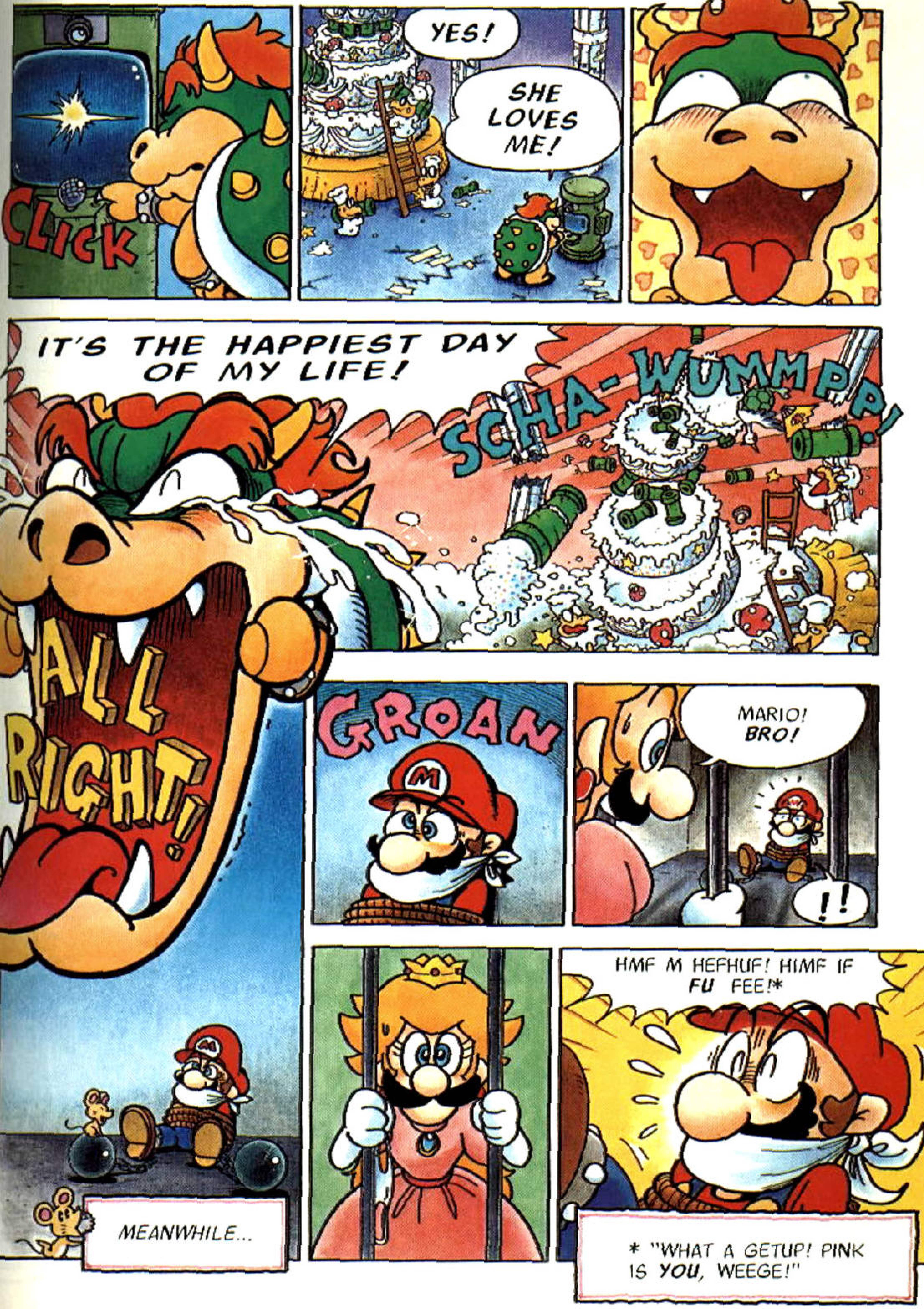

SUPER MARIO ADVENTURES
IN OUR LAST EPISODE, BOWSER LOST ONE HOSTAGE BUT GAINED ANOTHER, AS PRINCESS TOADSTOOL FLEW THE "KOOP" AND MARIO BECAME CAPTIVE NUMERO UNO--WITH A BULLET. THEN, WHEN MECHAKOOPAS DEMANDED THE PRINCESS IN RETURN FOR MARIO, LUIGI PUT ON HER TIARA AND PLANNED TO TAKE HER PLACE. LUCKILY, FLOYD SHOWED UP WITH A NEW LINE OF COSMETICS.
CLING
CLANG
ILLUSTRATED BY CHARLIE NOZAWA
MARIO, DO YOU TAKE THIS WOMAN TO BE YOUR LAWFULLY WEDDED WIFE, FOR RICHER OR POORER, IN SICKNESS AND IN HEALTH, AS LONG AS YOU BOTH SHALL LIVE?

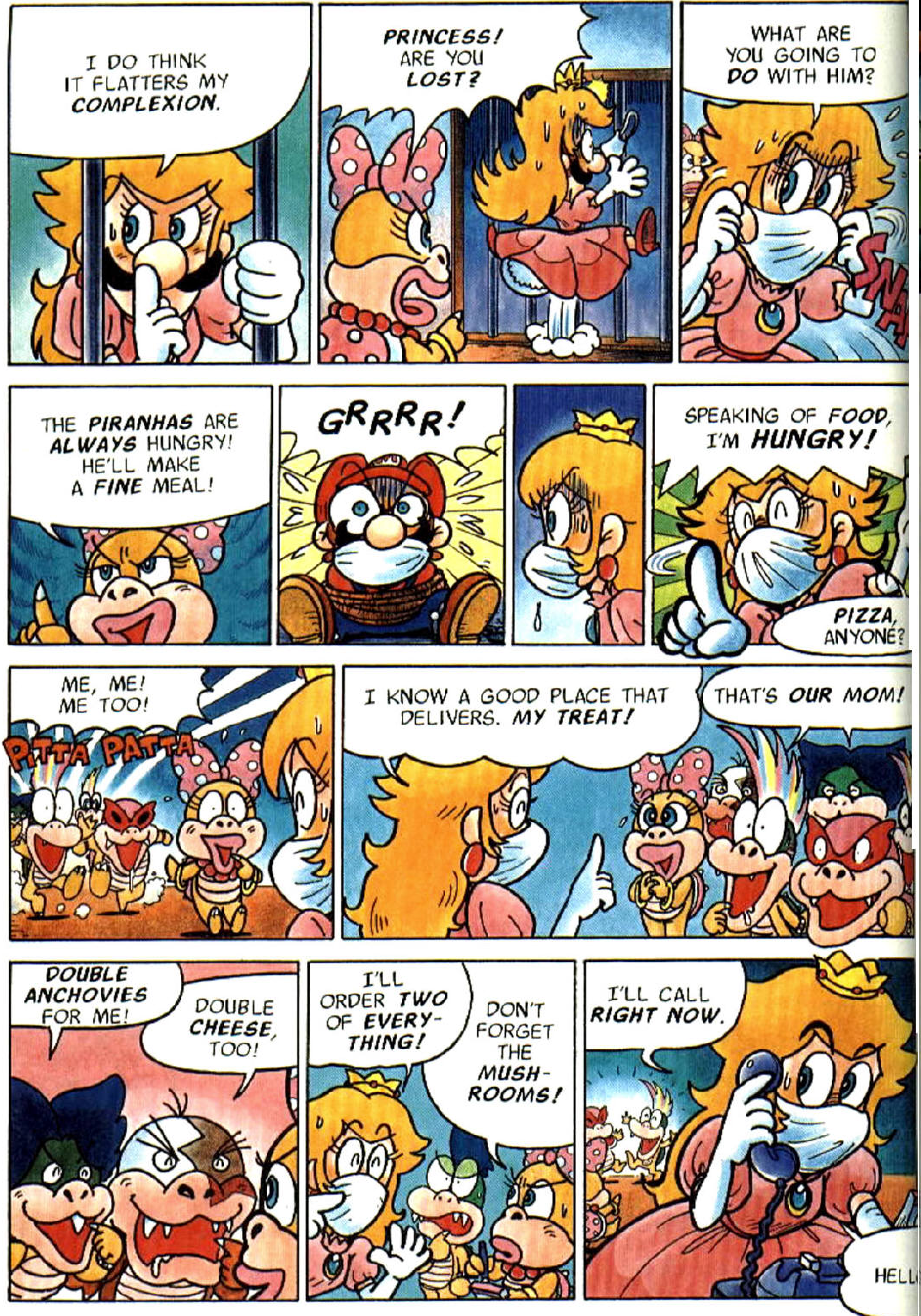

YES, I DO!
PRINCESS, DO YOU TAKE THIS MAN TO BE YOUR LAWFULLY WEDDED HUSBAND?
YES, I DO!
I NOW PRONOUNCE YOU MAN AND WIFE. YOU MAY KISS THE BRIDE!
?
SHIVER
OH NO!
GASP
!?
WHOOM

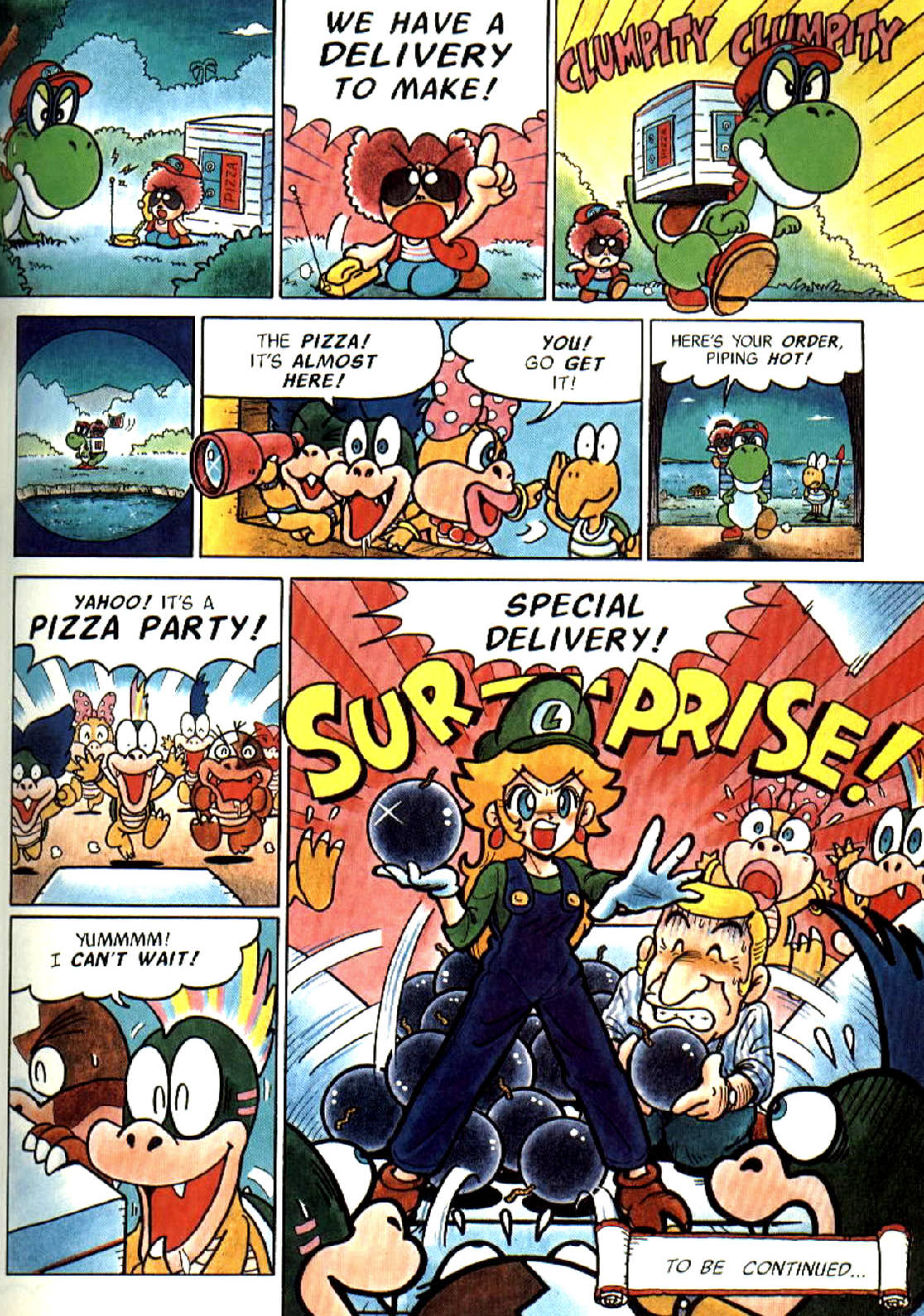

EEEEK! NOT BOWSER!!
POP!
CHIRP
CHIRP
≶WHEW!≶ WHAT A NIGHTMARE!
ACKKK! RUN FOR YOUR LIFE!
WELL, HELLO TO YOU, TOO!
WHAP
EEEK! HELP!
WAIT! YOU HAVEN'T SEEN MY NEW LINE OF MAKEUP!
PRINCESS! ARE YOU ALL RIGHT?
FINALLY! A FAMILIAR FACE!


IT'S ALL COMING **BACK** TO ME...
I **FELL** FROM THE TOWER AND STARTED **FLYING** WITH A **CAPE**-- THEN SOMETHING ZINGED **PAST** ME...
...IT **LOOKED** LIKE **MARIO!**
MARIO! EGAD! WHAT HAPPENED TO **MARIO?**
HE **CRASH-LANDED** AT **THE CASTLE!**
WHAT?! BOWSER'S **HOLDING MARIO?**
HOW **DARE** HE!
PRINCESS! **WHERE...?**
I'LL BE **BACK**... WITH **MARIO!**
WAIT! YOU'LL **SPOIL** LUIGI'S **PLAN!**
WHOAA!
OVERALLS AREN'T MY **STYLE!**
MEANWHILE, IN THE TOWER...
MY BRIDE'S **BACK?** NICELY **DONE!**
IT WAS A **PIECE OF CAKE**, POP!


NOW TAKE GOOD CARE OF MY PRECIOUS PRINCESS!
NATCH!
BUT I BETCHA ANYTHING SHE'S NOT GOING TO SAY YES!
BUT I WILL-- YES, BOWSER!
GULP
WHY FIGHT IT? I'VE FALLEN IN LOVE WITH YOU!
I JUST CAN'T WAIT FOR OUR WEDDING DAY.
DO YOU REALLY MEAN IT?
I SWEAR IT!
YOU REALLY, REALLY MEAN IT?
HOW COULD I RESIST YOU?
YOUR VOICE SOUNDS KIND OF FUNNY...
ERR, I HAVE A COLD.
I'LL COME KISS YOU AND MAKE YOU FEEL BETTER.
NO! I DON'T WANT THE WHOLE CLAN TO GET THE KOOPA CROUP--I'D BETTER KEEP MY MASK ON AND REST.
PLEASE UNTIE ME.
OFF WITH THE ROPES!


CLICK
YES!
SHE LOVES ME!
IT'S THE HAPPIEST DAY OF MY LIFE!
SCHA-WUMMPP!
ALL RIGHT!
GROAN
MARIO! BRO!
!!
MEANWHILE...
HMF M HEFHUF! HIMF IF FU FEE!*
* "WHAT A GETUP! PINK IS YOU, WEEGE!"


I DO THINK IT FLATTERS MY COMPLEXION.
PRINCESS! ARE YOU LOST?
WHAT ARE YOU GOING TO DO WITH HIM?
SNA
THE PIRANHAS ARE ALWAYS HUNGRY! HE'LL MAKE A FINE MEAL!
GRRRR!
SPEAKING OF FOOD, I'M HUNGRY!
PIZZA, ANYONE?
ME, ME! ME TOO!
PATTA PATTA
I KNOW A GOOD PLACE THAT DELIVERS. MY TREAT!
THAT'S OUR MOM!
DOUBLE ANCHOVIES FOR ME!
DOUBLE CHEESE, TOO!
I'LL ORDER TWO OF EVERYTHING!
DON'T FORGET THE MUSHROOMS!
I'LL CALL RIGHT NOW.
HELL


PIZZA
WE HAVE A DELIVERY TO MAKE!
CLUMPITY CLUMPITY
PIZZA
THE PIZZA! IT'S ALMOST HERE!
YOU! GO GET IT!
HERE'S YOUR ORDER, PIPING HOT!
YAHOO! IT'S A PIZZA PARTY!
YUMMMMM! I CAN'T WAIT!
SPECIAL DELIVERY!
SUR-PRISE!
TO BE CONTINUED...

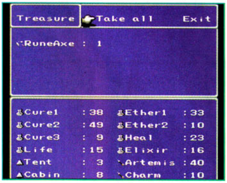
COUNSELORS' CORNER!

FINAL FANTASY II

HOW DO I GET SPECIAL WEAPONS?

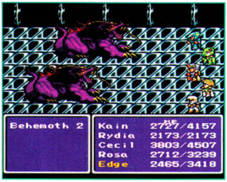
Kyle Carlson

You can win some special weapons by defeating certain combinations of enemy groups. These groups don't always leave weapons behind—maybe once in three or four tries. On the Moon, look for the following opportunities. The Crystal Ring, which protects against Sleep, Stop and Charm spells, can be won from a group of Behemoths or Red Dragons. The Dragoon Spear, used when battling dragons, can be won by defeating three Red Dragons or one Red Dragon and one Behemoth. The Heroine Robe is strong protection for Rydia or Rosa; just defeat a group of one Warlock, one Kary, and one Red Giant. The Rune Axe can be won from two Red Giants or a group of Macgiants.



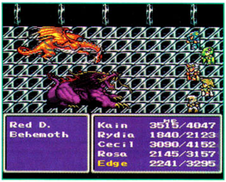
```
Treasure  Take all      Exit

RuneAxe : 1

Cure1    :38  Ether1   :33
Cure2    :49  Ether2   :10
Cure3    : 9  Heal     :23
Life     :15  Elixir   :16
Tent     : 3  Artemis  :40
Cabin    : 8  Charm    :10
```

Special weapons like the Rune Axe can be more powerful than weapons you buy or find.



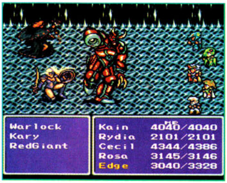
```
Behemoth 2    Kain   2727/4157
              Rydia  2173/2173
              Cecil  3803/4507
              Rosa   2712/3239
              Edge   2465/3418
```

Get the Crystal Ring from beating Behemoths or Red Dragons. It protects against some spells.



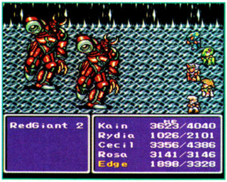
```
Red D.        Kain   3515/4047
Behemoth      Rydia  1840/2123
              Cecil  3090/4152
              Rosa   2145/3157
              Edge   2241/3295
```

Defeat three Red Dragons or one Red Dragon and one Behemoth to win the Dragoon Spear.



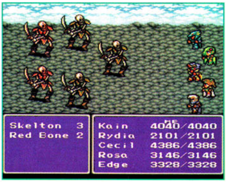
```
Warlock       Kain   4040/4040
Kary          Rydia  2101/2101
RedGiant      Cecil  4344/4386
              Rosa   3145/3146
              Edge   3040/3328
```

Win the Heroine Robe for Rydia or Rosa by defeating a Warlock, a Kary and a Red Giant.



```
RedGiant 2    Kain   3623/4040
              Rydia  1026/2101
              Cecil  3356/4386
              Rosa   3141/3146
              Edge   1898/3328
```

Two Red Giants or a group of Macgiants give you the Rune Axe. Use it against Magicians.



```
Skelton  3    Kain   4040/4040
Red Bone 2    Rydia  2101/2101
              Cecil  4386/4386
              Rosa   3146/3146
              Edge   3328/3328
```

For the Zeus Gauntlet, beat two Red Bones and three Skeletons or two Skulls and three Red Bones.

MEGA MAN IV

WHAT IS THE BEST STAGE ORDER TO TAKE?

Kemp Lundstedt

One of the great things about Mega Man games is that you can choose any order in which to fight Dr. Cossack's stage leaders. There is an easier way, however, because each leader has a particular weak spot for one of the mega-weapons that you take from one of the other leaders. If Mega Man has already collected the right weapon, defeating the leader with the weakness to that weapon is just a matter of blasting and dodging. The following order of attack is the easiest.

1. Toad Man can be defeated with the Mega Buster, making him the first logical target for Mega Man. When you blast him, he'll jump, so run underneath him, then attack from the other side. There's nothing you can do about the Rain Flush, so go into this room with full life.

2. Once you have Toad Man's Rain Flush, use it against Bright Man. Keep jumping and attacking continuously. For safety, you want to be in the air when Bright Man uses the Flash Stopper that freezes your motion.

3. The Flash Stopper works great against Pharaoh Man, your next target. Wait until Pharaoh Man is on the floor near Mega Man, then freeze him with the Flash. If you fire continuously, Pharaoh Man won't be able to move.

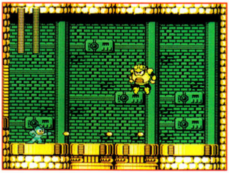
4. Ring Man is most susceptible to the Pharaoh Shot, so he's next. To dodge the Ring Boomerang, run towards and then away from it to give you an added edge.

5. The Ring Boomerang will help you dust Dust Man. If Dust Man attacks and jumps, run under him and attack from the other side. Sometimes he attacks on the ground, forcing you to jump over him.

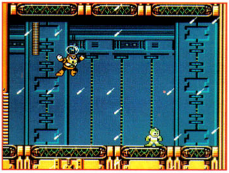
6. The Skull Barrier protects Skull Man from Mega Man's attacks, but there will be moments when you can use the Dust Crusher against him.

7. Dive Man also falls victim to skillful use of the Dust Crusher. When he's in Torpedo form, jump to avoid him, then continue your attack.

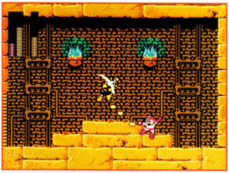
8. Dive Missiles will dull Drill Man's bit. Use them when the Drillster pops up from under the floor. While Drill Man is underground, keep moving so you can avoid him when he reemerges.



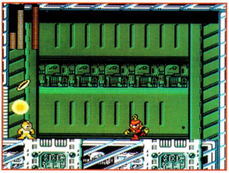
Use the Mega Buster against Toad Man first. Run under him and attack from the other side.



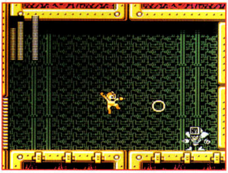
Flush Bright Man using the Rain Flush from Toad Man. Jump and attack as quickly as you can.



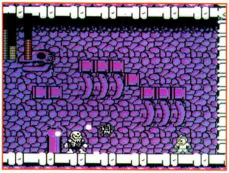
Freeze Pharaoh Man with the Flash Stopper, then continuously blast him until he's history.



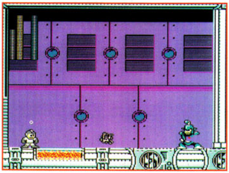
Ring Man's weakness is the Pharaoh Shot. Dodge the Ring Boomerang and keep firing.



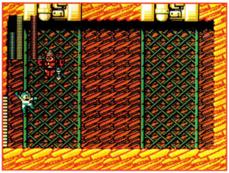
The Ring Boomerang busts Dust Man. Run under Dust Man or jump over him.



Skull Man can't handle an attack from the Dust Crusher. Attack when his barrier is down.



The Dust Crusher also works great against Dive Man. Watch out for the fast Torpedo Attack!



The Dive Missile is your best choice for use against Drill Man. Hit him when he reappears.

ADVENTURES OF LOLO III

HOW DO I GET THROUGH ROOM 10-5?

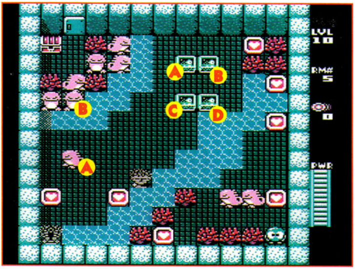
Mark Vwich

Take the Heart above where Lolo begins, egg the Gol on the left side and push it up one space. Now get the Heart sitting by the water. Return to the Gol on the right side, egg it and push it over to the right wall, then up to the water. Cross the Egg, grab the Heart, and run back before the Egg sinks. So far so good.

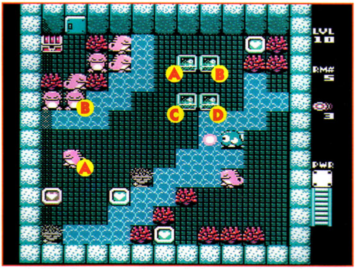
Now make the first Bridge two spaces above the first Gol that you moved. When the second Gol reappears, egg it and push it across your Bridge and into the water so you can cross over to the middle area. Here, begin by taking the Heart in the top right corner. Next, push Emerald Framer A down and left so it is above the closest Medusa. Framer C goes just to the left of the same Medusa. Take the Heart below Framer C, then push Framer C down half a space.

Place the second Bridge two spaces right of the lowest Medusa. Put Framer D at the upper right corner of Framer A, then clear the way by egging Gol A and pushing it up once, right twice, and up once more. Push Framer D three spaces left, then egg Gol A again and push it into the water. Now move Framer D all the way down to the second Bridge. When Gol A reappears, egg it and push it up to the first Bridge, cross over and take the Heart at the bottom. Use the right Gol to cross back to the middle. Place Framer B in line above Framer D with its top touching the water. Egg Gol A and block the Medusa in the corner with the Egg. Take the last Heart and move right two spaces so you are below Framer B.

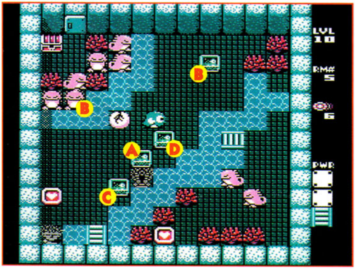
Now move to the edge of the water to the right of Gol B. Shoot it off the screen and build your final Bridge to the spot where Gol B used to be. Finally, cross the Bridge, egg the Gol above you, and go to the Jewel Box.



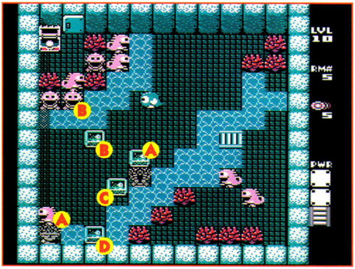
Room 10-5 begins with Hearts, Gols, and Framers in these positions. The first Heart is easy to get. Just move Lolo up two spaces. After that, it gets tricky.



Egg the left Gol, move it, get the Heart by the Water, then get the second Heart by crossing over using the second Gol as an Egg. Finally place the Bridge as shown.



Use an egged Gol to cross to the middle and take the top Heart. Block the Medusa with Framers A and C. Grab the right Heart, then put a Bridge at the bottom.



Put Framer D on the lower Bridge. Cross the first Bridge and get the lower Heart. Block the corner Medusa with Gol A. Get the last Heart. Shoot Gol B from the right.

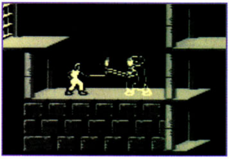
PRINCE OF PERSIA

HOW DO I DEFEAT THE GHOSTS IN STAGE 3 AND 12?

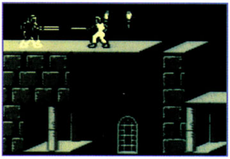
Mike Bush

The Guard Ghost in Stage Three has no Life Line, which makes sense for a ghost. Unfortunately, you can't defeat the Ghost by conventional means using your sword. Instead, you'll have to force the Ghost over the edge by moving toward it as you fence. If you succeed in this, you'll have to force the Ghost over a second ledge below.

The Ghost that haunts you in the later stages of the game is really a reflection of yourself that was split off from you in Stage Four. (See the answer below to find out how the Mirror Ghost is created.). When you meet it near the end of the game, it mirrors every move you make. If you attack with your sword, it will also attack. The answer to the riddle is simple. Put away your sword and the Ghost will likewise put its sword away, allowing you passage to the end of the game.



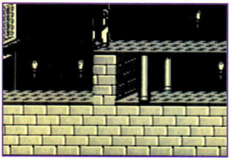
Keep forcing the Guard Ghost backwards until it falls off the ledge, then do it again below.



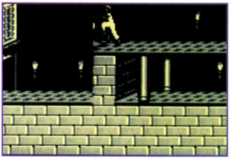
The Mirror Ghost matches every move you make. Get past it by putting your sword away.

? HOW DO I GET PAST THE MIRROR IN STAGE 4? ?

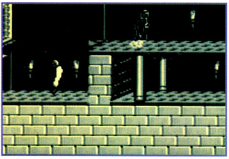
The puzzle of the Mirror stumps most players the first time they encounter it. If you try to walk through it, you'll get nowhere. It seems solid. What you need is a leap of faith. Go back to the right, letting the screen scroll one frame over. Now start to run toward the Mirror. Jump as shown below and you'll pass through. Notice that the Mirror Ghost splits off when you leap through the Mirror. You'll have to deal with it later.



The Mirror is impenetrable to those who walk up to it and try to pass through to the far side.

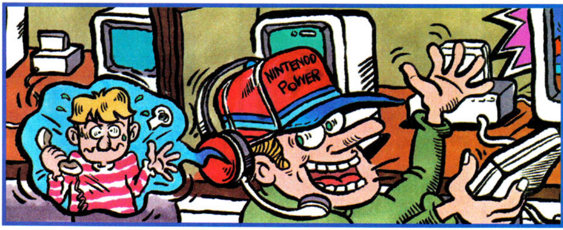


Begin running from right of the screen shown and jump so you pass through the Mirror.



When you pass through the Mirror, the Mirror Ghost splits off. You'll encounter it later.

QUESTIONS? CALL THE POWER PROS AT NINTENDO



WRITE TO:

Counselors' Corner
P.O. Box 97033
Redmond, WA
98073-9733

CALL:

(206) 885-7529
Nintendo Game Play Counselors are on call Mon-Sat., 4:00 am to Midnight and Sun., 8:00 am to 5:00 pm, Pacific time.

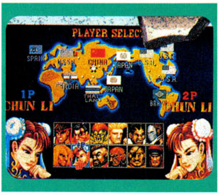
ARCADE • GAME • UPDATE

A ROUNDUP OF 1992 COIN-OP STANDOUTS

The home video game market has exploded over the past five years, so in order to compete with that, arcade game developers are forced to push the technological limits of electronic gaming. Nintendo Power usually doesn't cover arcade games, but games for each of the Nintendo systems are often adapted or taken straight from popular arcade games. Street Fighter II is a perfect example. Let's take a four page look at a group of the newest standouts in the coin-op industry.

STREET FIGHTER II
CHAMPION EDITION

What makes Street Fighter II so popular? Is it the graphics? The sound? The variety of moves and characters to choose from? Who cares—the hottest arcade game of 1991 is back. Did I hear you say "So what?" Well, Street Fighter II has been upgraded. Now you can play as the "bosses," Balrog, Vega, Sagat or M. Bison. One of the coolest new additions to this game is that both players can choose the same fighter. Granted, any one of the fighters has the ability to defeat any of the others, but now players can finally find out who the best Street Fighter II player is by going head to head with the same character!



Check it out! Same Player vs. Same Player is a cool option. Only the Champion Edition has it.

CHAMPION
STREET FIGHTER II
EDITION

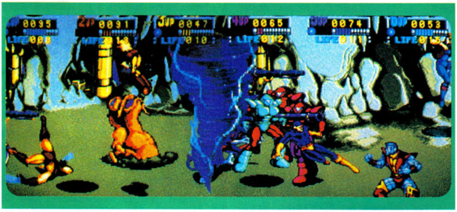
The line forms here! We're giving you a chance to see what it looks like because you won't be able to see it through the crowd at the local arcade.

ARCADE • GAME • UPDATE

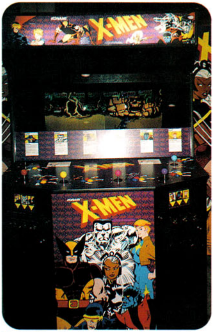
A ROUND OF 1992 COIN-OP STANDOUTS

X-MEN

Why are those six people crowded around that cabinet? They can't ALL be playing, can they? Yup. They can! In the true spirit of one-upmanship, Konami introduces X-MEN. It's a six-player simultaneous action game based on the popular Marvel Comic series of the same name. The comic book heroes are destined to be arcade marvels as well. Each player controls a different member of the X-MEN team. Each character has its own special moves, attacks and mutant powers. Choose from Cyclops and his optic force beam; Colossus, who changes his flesh to steel; Wolverine, whose unbreakable skeleton and retractable claws make him a force to reckon with; Storm, an African princess who can control the weather; Nightcrawler and his teleportation skills; and finally, Dazzler, an actress who converts sounds into sonic light blasts. Each player has control over an 8-way joystick and buttons for attacking, jumping and using a mutant power. X-MEN's cabinet is massive, and it houses a dual screen display to create a playfield that is twice as wide as those of other video games. X-MEN has fantastic stereo sound processing, which goes to further the game play experience.
The X-MEN's mission is to find Professor X, who has been captured by the Evil Mutants. Searching the city, they use their natural fighting abilities to destroy Magneto's soldiers. Once the Professor is safe, the X-MEN must track down Magneto for the final confrontation.



As many as six people can crowd around the X-MEN cabinet to get in on the action, and the display should still be large enough for all to see. As you can see, Konami has designed an extra-wide playfield.

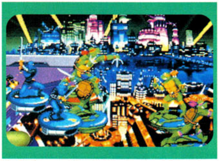


The X-MEN cabinet is wide and rather stout. It has to be in order to accommodate standing room and controls for six people playing at the same time!

It's quite a sight watching six players compete at the same time-a truly exciting event! However, one player competing alone can have just as much fun. To use a different X-MEN character, a player must switch locations on the cabinet. Each joystick and set of buttons is dedicated to one specific character.

TMNT: TURTLES IN TIME

The newest Turtle adventure begins when Krang and Shredder steal the Statue of Liberty. The Turtles vow to get it back—no matter how high the cost. They search the streets of the Big Apple, confronting Shredder's Foot Clan and his other accomplices. Then it's off to the sewers for some toxic surfing. When Shredder realizes the Turtles won't quit, he sends them through a time warp to various places in the past and future.



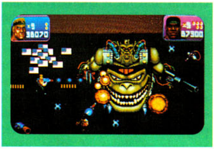
The Turtles are riding high in the distant future. As with the first TMNT arcade game, four players can join in and kick some simultaneous shell.

You'll be able to have Turtles in Time for your Super NES, too! It'll be virtually the same game.

After the Turtles get zapped into the time warp, they travel to Prehistoric Turtlesaurus, visit an ancient pirate ship and ride the range in the wild, wild west. After rustling up the bad guys they'll be warped to the year 2020 and then on to Starbase 2100. Finally, the Turtles end up in the Technodrome to battle Shredder. By the way, with the advances that the Super NES offers, Konami will have no problem duplicating this game for your Super NES.

TOTAL CARNAGE

Following-up the arcade hit Smash T.V., Total Carnage takes the meaning of graphic violence to new levels! No joke. Total Carnage is one of the most aptly-named games we've ever seen! The story is set in the aftermath of a war. Reporters sent to the Kookistan Desert to cover the war begin to disappear. The "Doomsday Squad," consisting of Major Mayhem and Captain Carnage, are called in to get to the root of the problem.

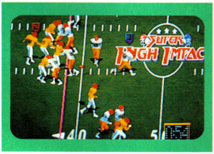

The first boss you'll battle is one of General Akhboob's deadliest creations. It resembles a combination of Scarface and Mutoid Man from Smash T.V.

WITH MY BIO-NUCLEAR FACILITIES I WILL RULE THE WORLD!
The action can be fierce and is definitely very gory at times, but Akhboob has to be defeated!

Total Carnage consists of three large stages. After fighting your way through the desert, you'll be given a short break to total up your score, then you'll be ready to tackle the road which leads to the Kookistan airport. After you disable the airport, the only thing left to do is take out General Akhboob himself. The "Baby Milk Factory", also known as Akhboob's Chemical and Nuclear Development Co., is your last target. This game is not for wimps.

SUPER HIGH IMPACT

The newest sports game from Midway boasts over 2000 frames of computer animated graphics that it can insert onto the screen during breaks in the action of Super High Impact Football. Players can choose from eighteen different big league teams as well as three different skill levels: Exhibition, Pro or Ultimate. The wide selection of offensive and defensive plays also lends to the overall realistic effect.



The Super High Impact graphics are great. You get a real feel for the intensity of a football game. The field appears to have depth and texture.

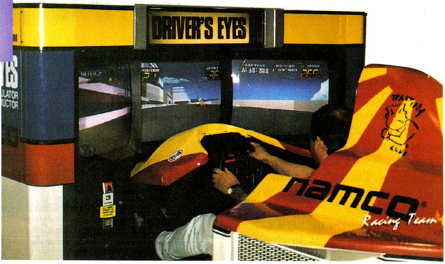
OUTRAGEOUS
HIT-O-METER
WORLD RECORDS
A gigantic supply of digitized graphics makes for interesting, exciting and entertaining play.

One of the most interesting recent additions to coin-operated arcade machines is trading card dispensers. Super High Impact dispenses pro football trading cards as a reward for excellent play. The game also gives players their own unique access codes for continuing game play. On-site video football leagues can easily be formed, and special football tournaments can be staged by using the access code feature.

DRIVER'S EYES

Imagine the thrill of driving a Formula 1 racer through the streets of your hometown. Sounds like fun, huh? That's exactly the feeling you'll get when you strap yourself into the cockpit of Driver's Eyes, one of Namco's newest simulation games. Using 3-D software and three 25 inch monitors that make up a 'multiscreen,' this driving game has a super realistic feel. The driver has a 110 degree view of the video track.

The adjustable seat is attached to a "Bodysonic" system. Players can physically experience the images and sounds on the screen through vibrations in the seat. The wheel and pedals are laid out the same as those in real F-1 cars.



ARCADE • GAME • UPDATE

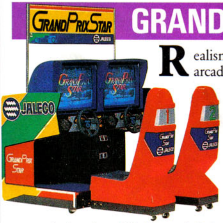
A ROUND OF 1992 COIN-OP STANDOUTS

Over the past few years, arcade games that have you climb aboard and sit down have become more and more popular. The reason for the popularity is the realism you feel when you are off your feet and actually "inside" the game. Now, these types of games are providing players with more feedback. Instead of only reacting to the action you are viewing on the screen, the motion of the seats and hand controls can cause you to react, too.

COCA-COLA SUZUKA 8 HOURS

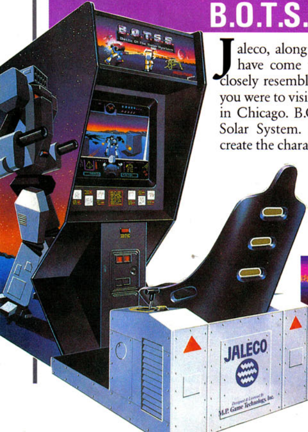
Namco has created a monster of a game with Coca-Cola Suzuka 8 Hours. The game units are linkable, and up to eight motorcycle maniacs can compete simultaneously in one game! All players have their own "bikes" to ride and their own monitors in which they will view their current positions on the track and also their positions in relation to the other players. A central display monitor/scoreboard is set up to let bystanders view the racer who is in first place. The "camera" angle on this monitor changes during the course of the race. It provides a view which is somewhat like television coverage.

GRAND PRIX STAR



Realism is the key element that any sit-down arcade game must possess. With Grand Prix Star, Jaleco delivers realism through great graphics and a vibrating steering wheel. Each unit provides an opportunity for a two-player challenge. However, two units can be linked together to allow four players to test their racing skills. Namco's Driver's Eyes scores higher marks for realism, but Grand Prix Star is worth checking out.

B.O.T.S.S.


B.O.T.S.S.
Battle Of The Solar System
JALECO
Designed & Licensed By M.P. Game Technology, Inc.

Jaleco, along with developers at Microprose, have come up with a fighting game which closely resembles the action you'd experience if you were to visit a Battletech Center, like the one in Chicago. B.O.T.S.S. stands for Battle of the Solar System. Polygon technology is used to create the characters and landforms in this game. The characters look fantastic. Players control their "bots" with two separate controls placed on either side of their seat.

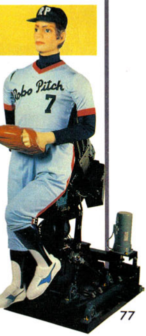
NINTENDO SUPER SYSTEM

Several games can be installed on a Nintendo Super System. The games on the Super System are developed for use on the Super NES. This allows players a chance to "test drive" a wide variety of Super NES games before purchasing them.

STREET FIGHTING GAMES

Be on the lookout for several games that borrow from the popular street fighting theme. Undercover Cops, Legionnaire (pictured below), Silent Dragon, B. Rap Boys, 64th Street, and more will debut this year.

ROBO-PITCH



You'll be hard-pressed to find Robo-Pitch in a video arcade, but it's so cool, we had to show it to you. It belongs in the batting cage. Every organized baseball team should have one! Robo-Pitch looks and acts like a real pitcher. It's better than a regular pitching machine because the batter has control over the speed and height of the pitches.

ARCANA™

TM&© 1992 HAL America

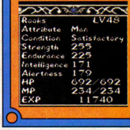
PLAYING THE LAST CARD

The six kingdoms of Elemen are on the brink of destruction and only one hero—the Card Master—can save the day. The story may sound familiar, but Arcana from Hal America has as many twists and turns of plot as Final Fantasy II. Rooks, the youthful hero who uses cards to cast magic spells, must discover who was behind the overthrow of King Wagnall and the disappearance of his daughters. The cast of villains includes Galneon, the treacherous magician, Ariel, the knight turned rouge, and the Empress Rimsala of the Reign of Evil. The truth will be revealed only when the final card has been played.

ROLE PLAYING PLUS

The RPG elements of Arcana include traditional first person, 3D views and menu-based battles with good animation. Inside the vast mazes, your party will have to fight countless enemies. An auto-mapping feature helps, but shows only the area surrounding your position. (See the back of this issue's poster for full dungeon maps.) Once a maze has been cleared, the story scene takes over: characters come and go about their own business, the plot is revealed and you may even have to fight in the middle of the story scene. The party members include both fighters and magic users. You also have the help of four elemental spirits. With a wide variety of characters, evolving story and battery backed-up memory, Arcana has been dealt a winning hand.

BANK ON ROOKS

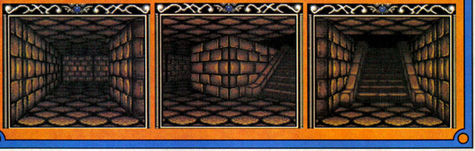


```
Rooks              LV48
Attribute     Man
Condition     Satisfactory
Strength      255
Endurance     225
Intelligence  171
Alertness     179
HP            692/692
MP            234/234
EXP             11740
```

Build up Rooks by giving him Honey Jars and the best weapons available since he is the only character who stays with you.

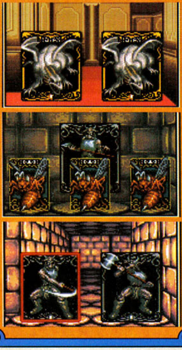
AROUND THE BEND

Not only are the characters and enemies animated within their card frames, the 3D view also animates the act of moving around corners. Each time you turn a right angle in a maze, the screen pans through two shots for greater realism.



CARD SHARKS

Dozens of enemies dwell in the mazes. Each creature has an attribute of Earth, Wind, Water or Fire, which determines its strengths and weaknesses.

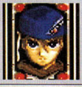


THE PLAYERS

Every character in Arcana except Rooks has a mind of his or her own. They join you when it suits their needs, and leave the party for their own reasons. They may change allegiance, lie, cheat or steal. They have unique fighting skills, as well. Each character uses different levels of magic and specialized weapons.

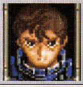
ROOKS

Rooks is the only living Card Master. He uses magic and regular weapons, plus magic cards.



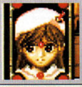
ARIEL

The son of a hero of Lexford, Ariel has turned traitor to his father and the King.



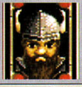
TEEFA

Teefa is a royal princess, but she seems to have no loyalty to the throne.



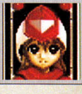
AXS

The only remaining Knight of Lexford, he is brave, courageous, and true to his word.



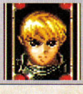
SALAH

The King's second daughter is in the care of Axs. She uses magic and proves a worthy ally.



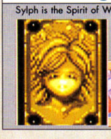
DARWIN

Darwin is an adventurer who turns up in the thick of things. He fights for himself.



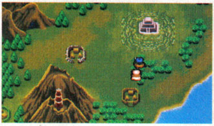
SYLPH

Sylph is the Spirit of Wind with great magic power.

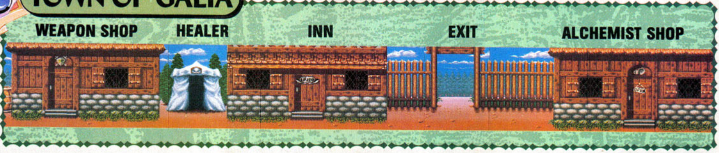


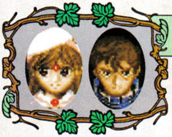
CHAPTER 1: THE JOURNEY BEGINS

The King is dead. Galneon sits on the throne and darkness covers the land. In the village of Galia, Rooks prepares to challenge the usurper. He'll have the help of Sylph, the Spirit of the Wind, and Princess Teefa in the first stage of his quest. His mission is to enter the Temple of Balnia and find a way to keep its evil from spreading over the land. Once inside the ancient Temple, Rooks finds enemies everywhere. The party battles its way through the maze, increasing levels and winning gold. Luckily, they have brought extra medicine so they can recover from injuries.



TOWN OF GALIA





ARIEL AND TEEFA

Ariel appears as Rooks sets out. He seems friendly, although there is something strange about his manner. Posing as Ariel's apprentice is Teefa. They speak of chaos coming from the Temple of Balnia and Rooks decides that he must go at once, for only a Card Master can seal the Temple door.

SMART SHOPPING

Rooks has 500 Gold Pieces to spend at the shop in Galia. Be sure to buy a Return Ring for 100GP so you can escape from the dungeon if you get into trouble. Then buy two Daggers at 100GP each for Rooks and Teefa. Spend your remaining gold on Herbs and Medicine.

BE HEALED!

The woman in the tent can restore life to departed comrades, or sell Magic Cards.

A ROOM AT THE INN

Restore lost HP and MP by staying overnight at the Inn. The Inn in Galia is cheap, but other Inns may charge a fortune. You can also Save your progress on one of three files. Always Save after buying new items in town.

LISTEN UP

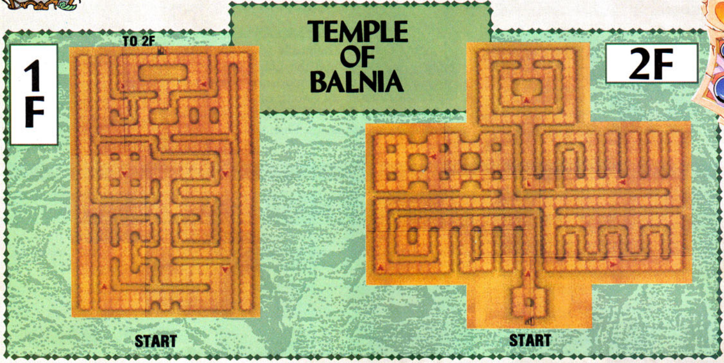
Listen to the Alchemist for useful information, but don't waste money on his elixir.

TEMPLE OF BALNIA

The Temple is full of evil creatures as Ariel guessed. It may take several trips to explore all the secret passages, but explore them you must if Rooks is to find hidden treasures. Always face your enemies and fight bravely. The Retreat option doesn't work, until your Agility increases. Also, try to destroy magic users first as their spells may damage all of your party members.

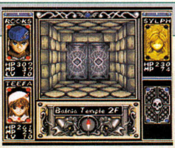
STONE GUARDIAN

The Hounds and Goblins are nothing compared to the two Guardians. The first you will meet is in the upper part of the First Floor. The Stone Guardian inflicts 30 to 60 damage points.


TEMPLE OF BALNIA
1F
TO 2F
START
2F
START

IRON GUARDIAN

The Iron Guardian guards the final area of the Second Floor. Fill up your HP before fighting him, then use Sylph's Lightning spell and Teefa's Attribute 1 magic.

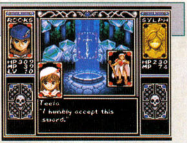

ROCKS
SYLPH
TEEFA
Balnia Temple 2F

THE STING

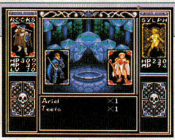
Proceed to the Inner Temple Door where Rooks feels a sting although there is no attack. That sting will come back to haunt Rooks in the near future for it is a sign of treachery—a stab in the back.

CRYSTAL SWORD

In the Inner Sanctum, you'll find Axs and the Sorcerer guarding the Crystal Sword. Suddenly Teefa asserts herself, paralyzes the two men and steals the Sword, which is a powerful heirloom. What is she up to?


ROCKS
SYLPH

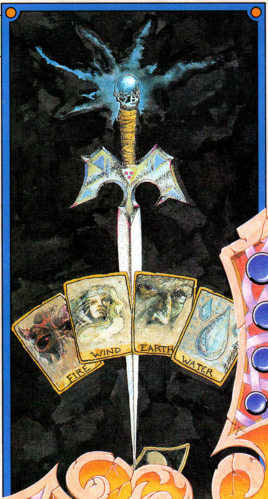
Teefa
"I humbly accept this sword."


ROCKS
SYLPH

Ariel ×1
Teefa ×1

ROOKS AND ARIEL

When Ariel reappears, offering to work with Rooks to fight against Rimsala, you'll have a choice to make, but you'll end up opposing Ariel no matter how you choose.

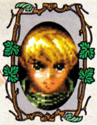

FIRE
WIND
EARTH
WATER

CHAPTER 2:

REINOLL THE ELDER

THE FOREST AND THE VALLEY

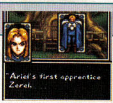
The Forest of Doubt and the Crimson Valley make up the second great maze. Collect gold and Honey Jars, meet Darwin and Efrite, the fire spirit.



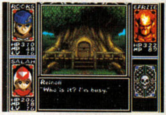
DARWIN

Darwin the adventurer joins your party in the Crimson Valley. Use him to defeat enemies and help build levels. You won't have his help for long.

REINOLL THE ELDER AND ZEREL



"Ariel's first apprentice Zerel.



Reinoll
"Who is it? I'm busy."

Eventually you'll reach Reinoll the Elder, who reveals the importance of the Crystal Sword, the Spirit Sword and the Enchanted Jewel. You'll also be told about the four elemental spirits. Then you must fight Zerel, Ariel's first apprentice.

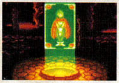
CHAPTER 3:

RESCUE

MINES OF ICE

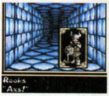
A letter from Axs states that he is heading to the Ice Mines to retrieve the Enchanted Jewel. Rooks follows close behind and finds Axs inside. The many levels of the Mines make up the biggest, most confusing maze in the game.

RESCUE SALAH



Behind the final doors you'll find Salah suspended in a trap of Ariel's devising. Again, he encourages you to join him. He's not fooling anyone.

AXS JOINS UP



Rooks
"Axs!"

Axs needs your help, and you need his strong arm. Make sure you buy the Battle Hammer for him to swing in combat. Together, Rooks and Axs make a strong team.

MARID

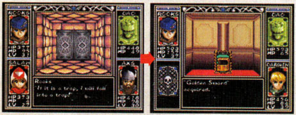
Marid brings Water Magic to the party. Her spells are most effective when used against enemies of the Wind and Fire attributes. Look at the attributes of spells that enemies cast, then use the appropriate Spirit Cards against them.

CHAPTER 4:

CONFRONTATION

STAVERY TOWER

Rooks and Axs plan to assault the 12 levels of Stavery Tower, hoping to find Rimsala there. Early on they find an underworld spirit named Darama, then they add the fourth Spirit Card, Dao, the Earth Spirit.



Rooks
"If it is a trap, I will fall into a trap!"

"Golden Sword" acquired.

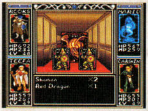
On the upper levels of the Tower, you'll find a change in the decor.

CHAPTER 5:

SALVATION

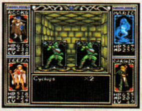
THE CASTLE

Dragons and Knights haunt the hallways of Bintel Castle. Look for the powerful Spirit Staff for Teefa and Karul, the keeper of the Crystal Sword. By now you should have enough Agility to escape from enemies at times.



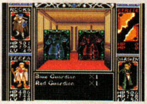
Shaman ×2
Red Dragon ×1

The twists and turns of the castle will keep your head spinning.



Cyclops ×2

You'll meet a Cyclops at every turn, and then you'll fight Galneon for the Enchanted Jewel and the Spirit Sword.



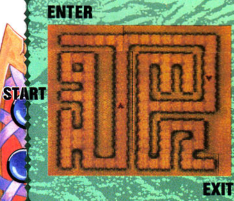
Blue Guardian ×1
Red Guardian ×1

Is Rimsala the Evil Empress inside this final stronghold? Every step up the 12 levels is a challenge.

ARCANA

The mazes of Arcana make up the bulk of the game. Most of your time will be spent trying to uncover their secrets. Although the mazes are revealed here in these maps, you'll still have to find where the treasures lie hidden and where the enemies await your coming. Remember always to carry a Return Ring when you enter a maze.

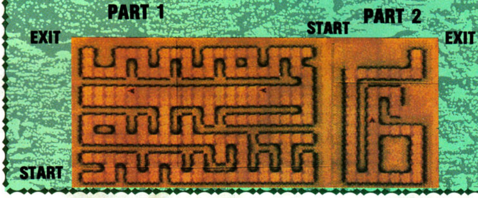
DRAVEN PASS



You'll find plenty of treasure amidst the rubble and rocks of the Pass. You'll also find Darwin, the adventurer.

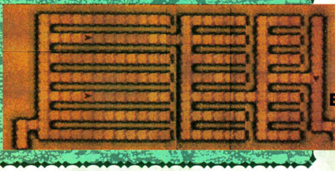
FOREST OF DOUBT

Look for Honey in the Treasure Chests to help build up Rooks' agility, strength, intelligence and other attributes.



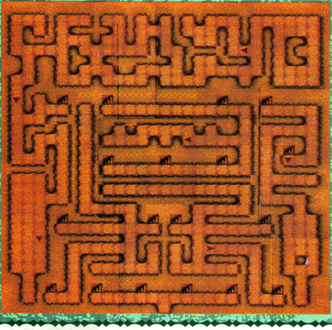
CRIMSON VALLEY

Collect a King's ransom in Gold Pieces from the gullies of the Crimson Valley. Use the Gold for purchasing stronger weapons.



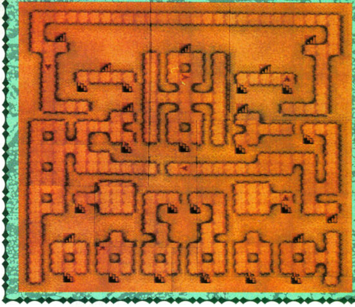
ICE MINE

The Ice Mine is the top floor of the three Ice Mine levels. You'll have to take many stairways to wind your way through to the final enemy, the many-headed Hydra.



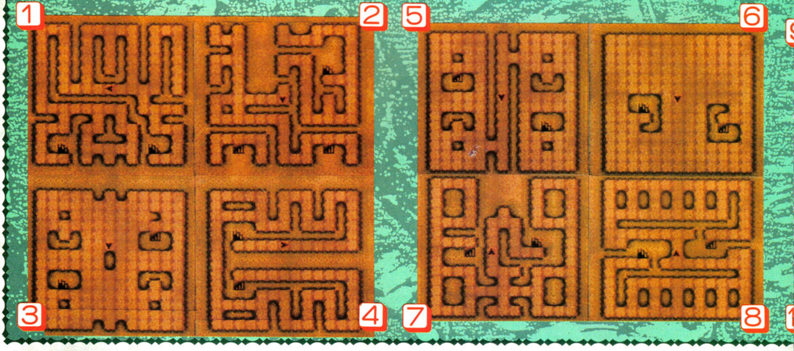
ICICLE DUNGEON

This is the level on which you'll find the Water Spirit and the Hydra, but getting to the final area requires many ups and downs. The challenge is to learn where each stairway leads.

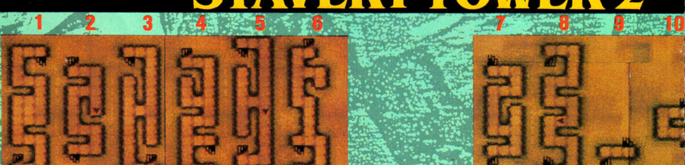


STAVERY TOWER

The 12 floors of Stavery Tower are smaller than th
the enemies are much tougher. Take plenty of

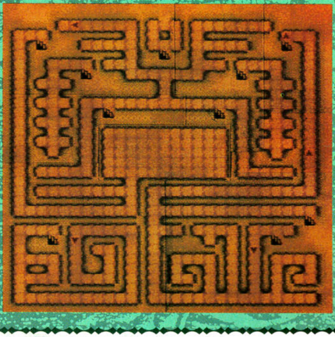


STAVERY TOWER 2

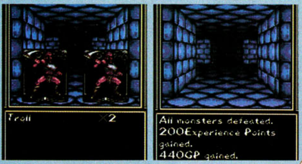


POLAR DUNGEON

Here you'll find many disconnected passages leading back up to the Icicle Dungeon. You can disregard the areas with only one stairway.



CYCLOPS

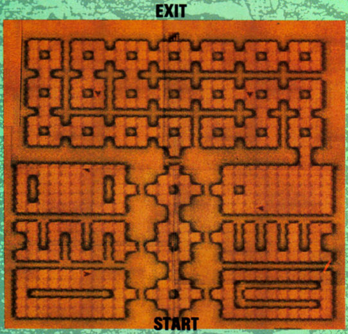


Troll ×2

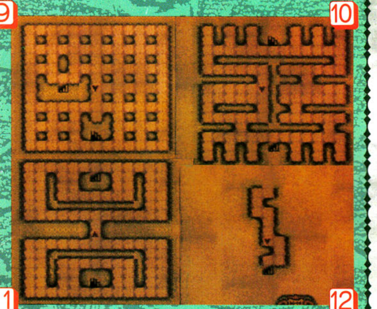
All monsters defeated.
200Experience Points gained.
440GP gained.

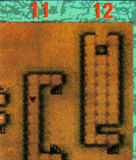
In the hall of many chests on the left side of the Polar Dungeon is a place where two Cyclops attack. Keep returning to encounter them in order to earn lots of Experience Points quickly.

BINTEL CASTLE

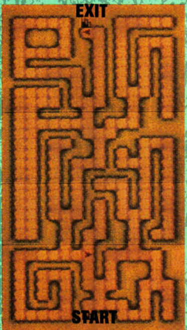


e Ice Mines, but
Tents along.





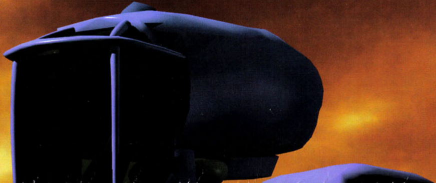
TUNNEL



ULTRABOTS

SANCTION EARTH

COMING SOON TO YOUR SUPER NES FROM
DATA EAST AND NOVA LOGIC



NINTENDO POWER

©1992 NovaLogic, Inc.

SUPER DRIVING GAMES

TOP GEAR

© 1992 KEMCO

F1 ROC

© 1992 SETA USA, Inc.

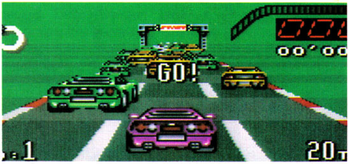
Two supercharged Super NES racing games explode onto the pages of Nintendo Power this month! Both feature "behind the car" perspectives similar to F-Zero. Top Gear from Kemco is a two-player split-screen game and F1 ROC from Seta is an exciting one-player game.

NINTENDO
SUPER NES
NINTENDO POWER
1
©1992 KEMCO
16TH
11TH

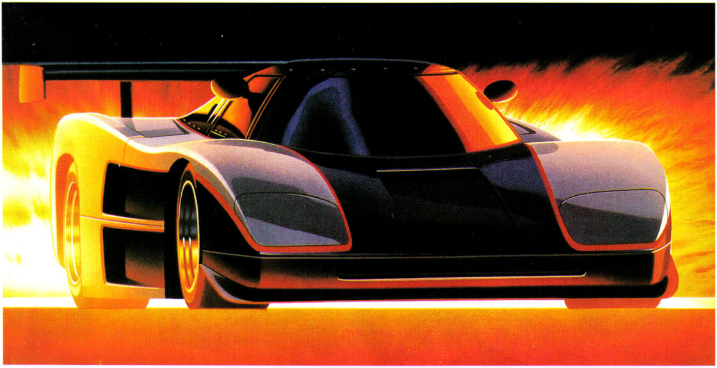
TOP GEAR
Page 84

F1 ROC
Page 88

TOP GEAR™

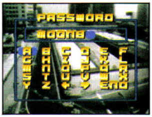


The two-player simultaneous action of Top Gear is its strong point. Player 1 is always on the top half of the screen. Player 2 or a computer racer will always be on the bottom. With a great variety of track configurations, Top Gear proves to be an ever-changing and exciting racing game. The graphics could have been better, but that fact doesn't detract from the playability and enjoyment of the game.



START YOUR ENGINES!

With three difficulty levels, eight countries to compete in and four courses per country, Top Gear provides a video racer with 96 different challenges. A password will be awarded to a player for completing the four stages in each country. However, you must finish in the top 5 of each stage to be allowed to continue on to the next race. This can be a challenging feat to pull off, especially when you compete in the Championship difficulty level. Make sure to write down each password you receive.

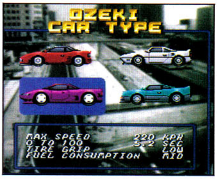


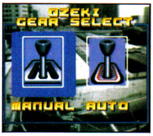
Your reward for completing each circuit in fifth place or better is a password which will allow you to continue to the next circuit. Write it down for future reference!

START
HA! HA! LOSER
AUTO 5
1st

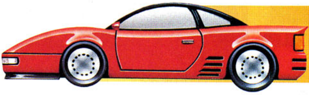
THE MACHINES

Choose the car which best represents your racing style. If you feel very comfortable with your cornering skills, choose the red car because it's the fastest, but it has low tire grip. The only way to change your car during the game is to reset the game, choose another car and then enter the last password you received. Try the white car first. It's the best handling car and it accelerates quickly.





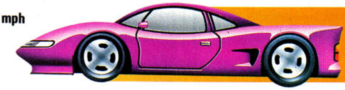
Choose Manual or Automatic transmission. Using Manual is difficult, but it allows you to control the car better.



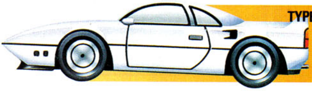
TYPE A / MAX SPEED 147 mph

This car is a blazing hot red machine that's a bit hard to handle! It has the fastest top end speed, but it's the slowest from 0 to 60 mph. It has low tire grip and high fuel consumption.

TYPE B / MAX SPEED 137 mph



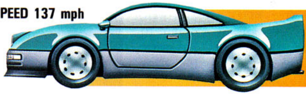
A very cool looking ride! This maroon marauder is in the middle of the bunch in maximum speed, 0 to 60 performance and consumption of fuel. Unfortunately, it has low tire grip.



TYPE C / MAX SPEED 131 mph

This white stallion is probably the best racer overall. It's very quick from 0 to 60 mph, but it has the slowest top speed. It has high tire grip and low fuel consumption.

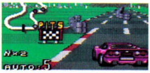
TYPE D / MAX SPEED 137 mph



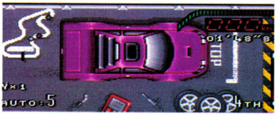
A good choice for all-around performance, this blue bomber is quick, handles well and doesn't guzzle too much gas. Racing fuel is really expensive, you know!

HIT THE PITS

Depending on which car you're driving, you may or may not need to make a pit stop during a race. It depends on how many laps the race is and how hard you are driving your car. The white car will be able to go the longest distance without pitting, but the red car will have to pit before everyone else. In races with three laps, no one will need to pit, but with any additional laps, you'll have to make the decision to pit or not to pit depending on your car selection.

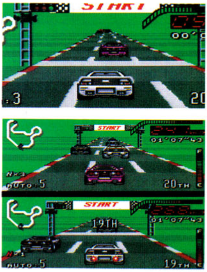


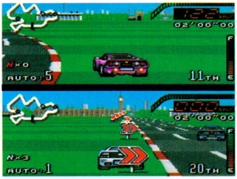
Slow down when you see the Pit entrance and move over to the side of the track to enter. Hit the brakes when you pull up to the pump.



A BURST OF NITROUS OXIDE

Each car is equipped with a nitrous oxide system. Using it boosts the power of your car and thereby increases the maximum speed it can attain. You will only be able to use nitrous oxide three times per race, so plan ahead and wait for the most opportune times and places to use it. Don't use nitrous if you're behind a pack of cars because you will slam into the back of them and defeat the purpose of using it.





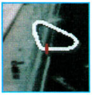
If you totally miss a turn and veer off of the course, you can use nitrous oxide to make up for lost time when getting back on the track. Always know how much nitrous oxide you have remaining.

RACING ALL OVER THE WORLD!

USA

Start things off in the good ol' USA. The tracks are fairly wide open and are easy to negotiate under most driving conditions. Practice passing other cars on the straight stretches and also practice choosing your lines for various corners.

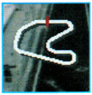
ARE YOU BLIND ?
AUTO : 2



This is the first track you'll encounter on the USA circuit. It's also the easiest. Work your way through the other cars and stay tight on the corners. Run full-out for the entire three laps.

LAS VEGAS

3 laps

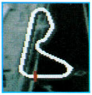


Welcome to Hollywood! Palm trees line most of the course. Watch out for them—especially on the tight corners. There's also some debris on the track to watch out for. Run full-out here, as well.

1ST
AUTO : 5
1ST

LOS ANGELES

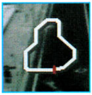
3 laps



The lights of New York City are a sight to behold. That's exactly what you'll find when you arrive in the Big Apple for the third USA circuit event. It's a different experience to race at night.

NEW YORK

3 laps



It's a beautiful day in the City by the Bay. The race starts high on a bluff overlooking the Golden Gate Bridge. This is the first race where you may have to pit, depending on which car you have.

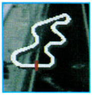
SAN FRANCISCO

6 laps

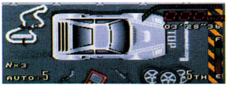
SOUTH AMERICA

The roads in South America aren't built very well and they aren't kept up well, either. This fact will become apparent to you when racing through sand and other slick roadway conditions. Watch out for obstacles on the courses.

Your car will slow down a bit when driving on The South American sand. The tires will not grip as well, either.

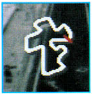


Even the white car will need to use the pits in Rio. Remember to stay to the left after coming out of the second tunnel. Use your brakes to stop when in the pits. Don't fill up all the way.



RIO

6 laps



This track is full of sharp turns, some of which are not marked very well. Watch out for the "Save the Trees" signs which line certain segments of the course. It's difficult to win here.

13TH
SAVE THE TREES
AUTO : 5
13TH

RAIN FOREST

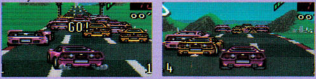
3 laps

THE UPS AND DOWNS OF RACING

The Top Gear tracks are all different from each other. Some are flat with few turns, but some seem like you're riding a roller coaster with a lot of ups, downs and hair-pin corners. View your position in the upper left corner of the screen to anticipate the turns.

AN UNINTENTIONAL BOOST

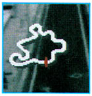
If you get bumped by a car coming up behind you, your car will get a boost in speed. Use this tactic at the start if possible. On the other hand, if your car runs into the back of another car, it will give them a boost in speed and it will slow you down.



Use this tricky "boost" tactic at the start if you begin the race in 15th through 19th place.

JAPAN

The courses in Japan are laid out very well and there's no road debris. Only one of the stages is a three-lap race, so be prepared to pit at least once during the other three races.

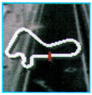


TOKYO

7 laps

The Tokyo event is run on a track which features an abundance of sharp turns and narrow sections of roadway. Be careful not to go into the pits when you don't need to. It'll drop you back.

00'50"55
N×2
AUTO:5
7TH



HIROSHIMA

5 laps

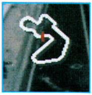
They don't call Japan "the land of the Rising Sun" for nothing. The race in Hiroshima starts at dawn and continues into the early morning. The sun will be up just as you finish the first lap.

02'48"13
FINAL LAP
N×0
AUTO:5
1ST

GERMANY

00'41"73
N×3
AUTO:5
7TH

Long straight stretches are standard fare on the German courses. Save your nitrous oxide for use in the final laps of each race to improve your position. The Cologne course has a lot of difficult off-camber sweeping corners.

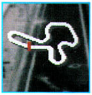


MUNICH

7 laps

Seven laps on this tree-lined course will test your ability to corner accurately. Choose your lines in advance to set yourself up. Some of the corners are difficult and very tight.

03'31"26
N×0
AUTO:5
5TH



BLACK FOREST

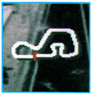
6 laps

The race starts out in the wee hours and continues on into the early morning. Watch the sun rise over the trees. Keep in the center of the track on the first lap to avoid obstacles on the sides.

02'33"88
N×1
AUTO:5
1ST

SCANDINAVIA

It's cold in the northern regions of Europe. It must have snowed recently because the courses here are lined with snow and ice. Be extra careful not to veer off of the course and into the snow. It will take more time than normal to get back onto the track and regain your speed.

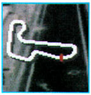


HELSINKI

3 laps

Take it slow through the tight S-turns, then blast down the long straight stretches. Proper use of your three blasts of nitrous oxide will propel you at top speed down the long back stretch.

00'25"45
N×2
AUTO:5
11TH



OSLO

3 laps

It's a bit warmer in Oslo. A stream has overflowed its banks and is running over the track. The overflow has washed up some debris. Stay to the left side when passing through the water.

01'11"85
N×2
AUTO:5
1ST

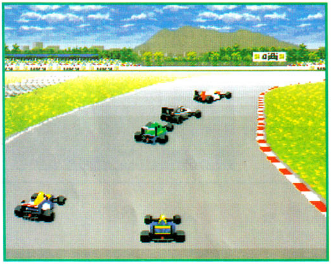
MANY MORE TOUR STOPS

France, Italy and the United Kingdom are the remaining Top Gear tour locations. Historically, these three countries have been the premiere locations for road races in Europe. Most courses in these countries are more difficult than the tracks we have showcased. To finish them, you'll have to exhibit the intense racing finesse of a true driver.

F1 ROC
RACE OF CHAMPIONS™

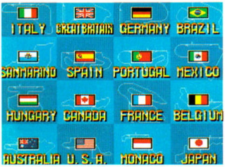
F1ROC
NINTENDOPOWER
Nintendo
SUPER NES
NINTENDO
8
3

Experience the sights, sounds and speed of real Formula One racing with Seta's F1 ROC. This Super NES racer brings the out-of-this-world driving experience of F-Zero down to Earth with realistic tracks and present day racing machines. Strap yourself in and get ready for a wild ride!

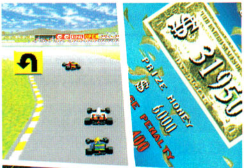


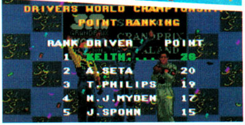
SPAN THE GLOBE IN THE F1 ROC CIRCUIT

The F1 ROC world tour begins in Italy and ends in Japan with a total of 16 international courses. Every event starts with a two-lap qualifying heat to determine starting positions. Then, the race is on; a three-lap free-for-all with a field of eight Formula One racers. The winner receives a purse of $7,000 to spend on car improvements and earns 10 Grand Prix circuit points. The other drivers take in progressively smaller purses and earn fewer points, depending on how they fared against their opponents. Once the season is over, a circuit champ is crowned, based on the number of circuit points earned. Since the Game Pak is built with a battery backup, up to four players can take turns challenging the computer-controlled racers and save their circuit positions. Both the best lap and complete race times for player-controlled cars are saved for every track so that you can improve upon the records of those that have raced before you.



ITALY GREATBRITAIN GERMANY BRAZIL
SANMARINO SPAIN PORTUGAL MEXICO
HUNGARY CANADA FRANCE BELGIUM
AUSTRALIA U.S.A. MONACO JAPAN



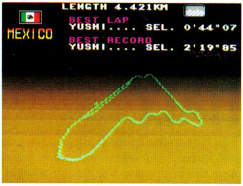


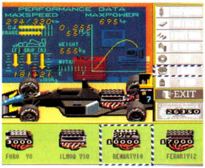
DRIVERS WORLD CHAMPIONSH
POINT RANKING

RANK	DRIVER	POINT
1	KEITH......	28
2	A.SETA	20
3	T.PHILIPS	19
4	N.J.MYDEN	17
5	J.SPOHN	15

CASH WINNINGS ARE KEY

With the money that you earn from racing, you can buy improvements which will add to the performance of your car. The types of improvements that you purchase should depend on the design of the next track in the circuit. Some improvements will help you speed through tracks with a lot of straightaways while others will help you get around sharp corners without losing a lot of time. You'll also spend money on repair damages and on the $1,000 entry fee for every race. If you can't cover the fee, your sponsor will pick up the slack.





At the end of every race, cash is taken away from your account to pay for any needed repairs.

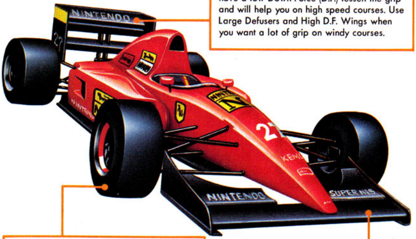
If you're familiar with the next course on the circuit, you'll know what improvements are needed for maximum performance. It pays to formulate a course strategy before you hit the track.

BUILD A BETTER RACER

Once you buy parts, you'll always have them, with the exception of Tires and Nitro Fuel. When you come across new driving challenges, you'll find that it's a good idea to take a look at the items that you have in stock and decide which ones will help the most. The table on the right suggests various parts needed for racing on two types of tracks.

GET A GRIP

You'll change the amount of grip that your car has on the road when you buy new Wings and Defusers. Small Defusers and Wings that have a low Down Force (D.F.) lessen the grip and will help you on high speed courses. Use Large Defusers and High D.F. Wings when you want a lot of grip on windy courses.



TRY NEW TREADS

You should buy new Tires for every race. High Grip Tires work well in fast courses while Special Tires are better on tracks with a lot of corners. If the weather report calls for precipitation, then Rain Slicks are a must. Without them, you'll slide all over the track.

WORK ON BALANCE

When you add new parts onto your car, you'll be able to see how much the Down Pressure is affecting the car's grip on the road. Make sure that the grip is evenly distributed throughout the car so that you'll have maximum control in high speeds.

THE RIGHT PARTS FOR THE RIGHT TRACKS

HIGH SPEED COURSES

EXAMPLES: ITALY, GERMANY, MEXICO, FRANCE

ENGINE	RENART V10	$10,000
TIRES	HIGH GRIP	$200
REAR WING	LOW D.F.	$1,000
FRONT WING	LOW D.F.	$1,000
DEFUSER	SMALL	$1,000
SUSPENSION	HARD	$500
BRAKES	CARBON	$1,500
TRANSMISSION	6 SPEED	$3,500
CHASSIS	TYPE 1	–

TECHNICAL COURSES

EXAMPLES: SAN MARINO, BELGIUM, U.S.A., MONACO

ENGINE	ILMOA V10	$7,000
TIRES	SPECIAL	$350
REAR WING	HIGH D.F.	$7,000
FRONT WING	HIGH D.F.	$4,000
DEFUSER	LARGE	$1,000
SUSPENSION	HARD	$500
BRAKES	CARBON	$1,500
TRANSMISSION	6 SPEED	$3,500
CHASSIS	TYPE 1	–

BLAST OFF WITH NITRO FUEL

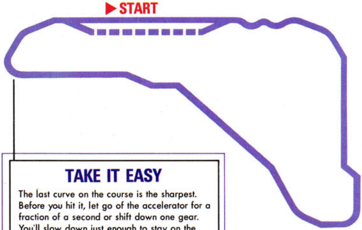
Nitro Fuel is available in two, three and four liter quantities. You should stock up before every race. A quick Nitro blast in a close contest could give you the boost that you need to fly by the competition. You can also use it at the beginning of the race in hopes that you'll build an insurmountable lead.

DRIVERS, START YOUR ENGINES!

After you've spent some time in the Training Mode getting used to the tracks and the car improvements, you'll be ready to join the F1 ROC circuit. Use the first lap of every qualifying heat to test the track, then pour on the speed in Lap Number Two. The fastest lap will determine your starting position. Here's a look at five of the most notable tracks in the circuit, with a few pointers on how you can stay in front of the competition.

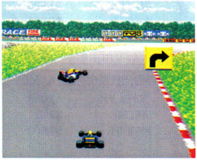
ITALY

The first course in the circuit is a fast track with very few difficult turns. If you center your car as you approach the S Curves near the beginning, you can fly straight through them.



TAKE IT EASY

The last curve on the course is the sharpest. Before you hit it, let go of the accelerator for a fraction of a second or shift down one gear. You'll slow down just enough to stay on the track as you round the corner and head for the Finish Line.

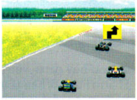


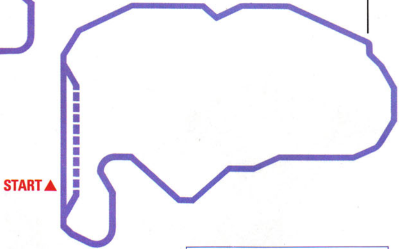
GERMANY

The German track may look similar to a standard oval from above, but it features very few long straightaways and a good number of sharp corners. Keep your eyes on the track!

DOUBLE CURVE DANGER

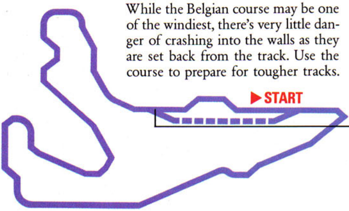
At the far end of the track, you'll encounter a sharp right turn, followed quickly by a sharp left. Drive carefully and save your Nitro for straighter stretches.

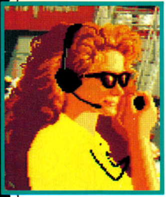




BELGIUM

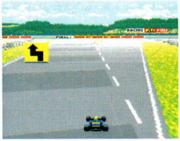
While the Belgian course may be one of the windiest, there's very little danger of crashing into the walls as they are set back from the track. Use the course to prepare for tougher tracks.





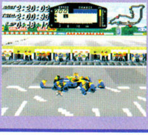
TOUGH FINISH

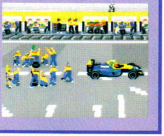
The set of four nearly 90 degree curves at the end of the course may come as a surprise, since the stretches which parallel the pit area in most courses are straight. If your car is damaged and you're not in a close contest, it may be a good idea to use the Pit Stop. You can repair your car and avoid the curves at the same time.



ON THE RUN REPAIRS

Serious damage could cost thousands of dollars to repair after the race is over. If you're seconds ahead of the competition or so far back that there's no chance that you'll catch up, you might consider ducking into the Pit Zone for free repairs on the run.



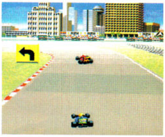


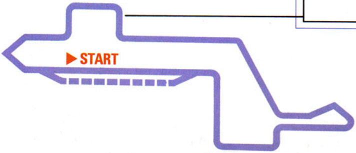
U.S.A.

There's very little room for mistakes in the U.S.A. course. Make sure that you have good brakes and car improvements which allow for maximum maneuverability before you start racing.

TRICKY TURNS

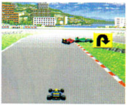
There are ten tight turns on this course which are 90 degrees or sharper. Hit the Brakes as soon as you see the turn indicators and carefully round the corners. If you don't slow down, you'll hit the wall and probably ruin your chances for victory.





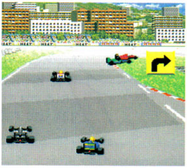
NOTHING BUT CURVES

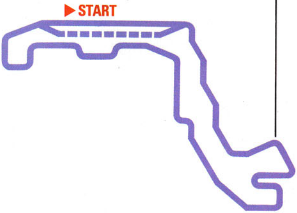
The far leg of the Monaco course zigs and zags through several extremely sharp corners. The best that you can do in this part of the course is just slow down and survive. You'll have to wait for straighter stretches to blaze by your opponents.



MONACO

In this country, which is known for its casinos, it's a real gamble to race at full speed. The corners are too sharp and the walls are too close for top velocities. Choose car parts which will improve your grip and be ready to slow down at all times.

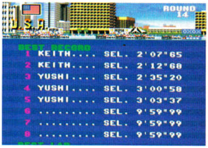




THE RACE FOR FIRST PLACE CONTINUES

After you've completed all 16 courses in the circuit, you'll be able to take a look at how many circuit points you earned in each race and see how you stack up against your opponents. Then, you can go right into the next season on the same course with the same built-up car. Since your car will be much improved from its condition at the beginning of the first season and your driving skills will be several notches higher, there's no doubt that your first season records will fall quickly on your second time around.

SAVE DATA?
YES
NO



```
BEST RECORD
1 KEITH.... SEL. 2'07"65
2 KEITH.... SEL. 2'12"68
3 YUSHI.... SEL. 2'35"20
4 YUSHI.... SEL. 3'00"58
5 YUSHI.... SEL. 3'03"37
6 ......... SEL. 9'59"99
7 ......... SEL. 9'59"99
8 ......... SEL. 9'59"99
```

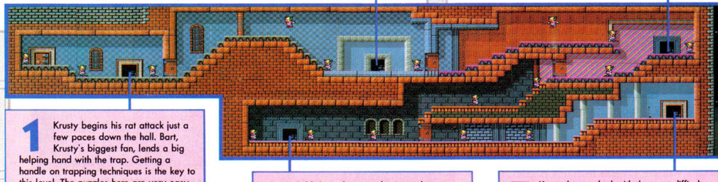
Compare your latest records with past accomplishments and other players' times.

KRUSTY'S SUPER FUN HOUSE™

MATT GROENING

Rats, rats and more rats! Krusty's Fun House has been overrun by pint-sized rodents. It's your job to help everyone's favorite clown rid his domain of the rabid rats. Acclaim has made sure that Krusty's trusty pacemaker gets a workout in this puzzling game. Outsmarting the rats isn't the problem—manipulating the various objects in each maze to get the rats into the trap is!

THE FUN HOUSE



2 The puzzles begin to get more difficult toward the end of this section. Fortunately, Homer is on hand to help out with the trap. The man truly enjoys his work!

3 The rooms in this section are fairly large. Krusty will have to exhibit grace under pressure which only a clown of his lofty stature can attain.

1 Krusty begins his rat attack just a few paces down the hall. Bart, Krusty's biggest fan, lends a big helping hand with the trap. Getting a handle on trapping techniques is the key to this level. The puzzles here are very easy.

4 Odd-shaped mazes dominate the rooms in Section Four. Take careful aim at the Giant Goofy Birds!

5 Krusty has to deal with the most difficult rooms yet and he's also harassed by tons of enemies.

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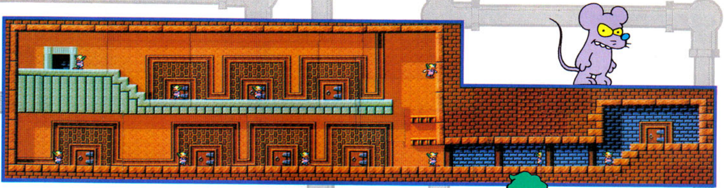
SECTION 1

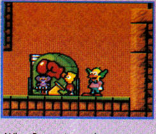
There are a total of eight rooms in this section of the Fun House. The room to the far right is initially blocked off by a wall. Krusty must find a Magic Bonus Block to get rid of the wall. The Block is in one of the rooms on the lower level. Small stars will shoot from a Magic Bonus Block when Krusty kicks it.



HI KIDS!
MATT GROENING

FLAT RATS!

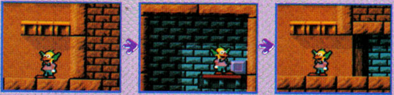
Bart and his giant Boxing Glove of Doom will be stationed at the rat trap in each room of Section 1. He takes great pleasure in helping his hero, Krusty, rid the Fun House of the fur ball infestation. Bart won't let him down.



When Bart activates the rat trap control panel, the Boxing Glove of Doom will flatten the rat. POW!

A SECRET HALLWAY

To get to the room shown at the far right side of the map of Section 1, Krusty must find a Magic Bonus Block in one of the other rooms. By kicking the Block, the wall which blocked the hallway will disappear. Krusty will know he's found a Magic Bonus Block because small stars will shoot out from it after it's been kicked. Krusty can now saunter down the open secret hallway to the far room.

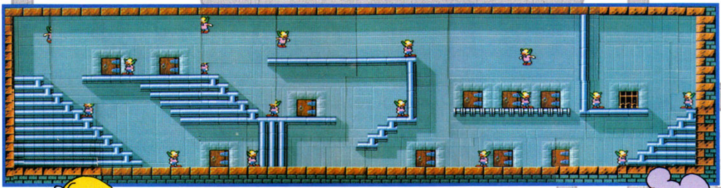


KRUSTY DOLLS

There are quite a few 1-Up Krusty Dolls to be found in Section 1. Search every nook and cranny for Bonus Blocks. Kick 'em all.

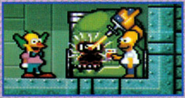
SECTION 2

Most of the rooms in Section 2 are dominated by a strange and unusual network of pipes. They provide a tricky terrain for Krusty to negotiate. There aren't many enemies in this section of the Fun House, but Krusty will have his clown hands full dodging the lasers which blast from the vertically moving Laser Guns.



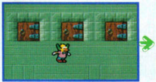
HOMER AT THE HELM

Bart's All-American father, Homer, gets a charge out of helping Krusty rid his Fun House of the rats. He grins with delight as 20,000 volts of laser power streams into an unsuspecting rat. Here's something to think about: isn't it a bit strange that Homer and Krusty so closely resemble each other? Could there be a connection?

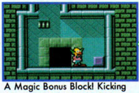


Every rat that enters this rat trap is instantly transformed into a crispy critter.

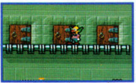
THE SECRET OF THE UPPER DOORS



Krusty can't get into the upper Rooms in this area until a ledge is created for him to stand on.



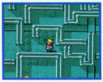
A Magic Bonus Block! Kicking this Block will create a ledge beneath the three upper doors.



Now that Krusty has something solid beneath his clown feet, he can enter each of the three rooms.

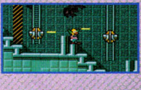
PIPE MAZE

Krusty's not much of a plumber, but with some persistence, he should be able to find his way through the maze of tubing.



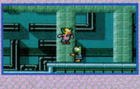
LASER ZONE

Krusty should stay low while moving very cautiously to avoid being hit by the ominous Laser Guns. They move up and down on their tracks.



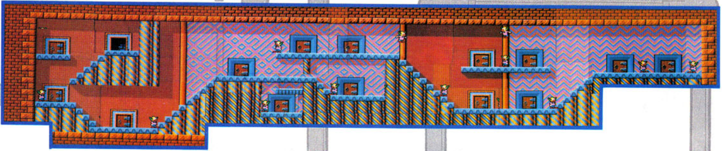
SPACE MUTANTS?!?

How did these laser-toting characters get into the Fun House? Oh well, never mind! Just chuck a couple of Custard Pies at them and they'll disappear.



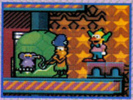
SECTION 3

After completing Section 2 and opening the second hallway door, Krusty can stroll down the hall a bit further. There, he will encounter the door that leads to Section 3. This section of the Fun House is at the highest altitude and Krusty will find that he needs the help of Springs to complete many of the rooms.



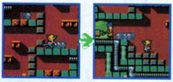
FILL'ER UP, MEL!

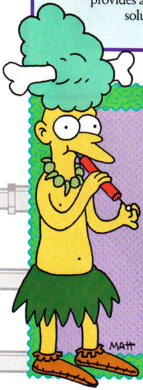
Sideshow Mel, Krusty's sidekick, mans the traps in Level 3. It's easy to pop a little rodent when you stick an air hose in its ear and apply a bit of pressure.



KICKABLE BLOCKS

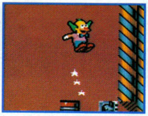
Kick the striped Blocks into a formation which provides a maze solution.



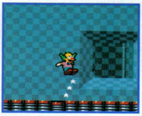


SPRING-LOADED!

Some Springs can be picked up and moved like Blocks. Krusty will need the help of several Springs to get where he needs to go, but he can't pick up a Spring while he's jumping on it.



Up, up and away! Super leaps are no problem with the help of a Spring.

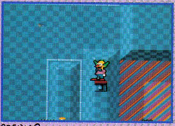


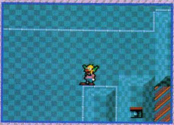
If Krusty sees a group of Springs, he'll know where he needs to go . . . up!

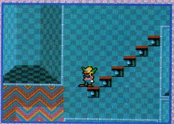
Boing! Krusty can catch some serious air by hopping a few times on the Springs. Practice the timing of Krusty's jumps and keep searching for hidden platforms in the open areas above.

SUPER FUN HOUSE SECRETS

It may appear impossible to get to certain areas in some Fun House rooms. Try jumping up in the direction you want Krusty to go. Sometimes there are small hidden red platforms which will appear beneath Krusty's feet as he lands on them. There may be a whole stairway of invisible platforms!

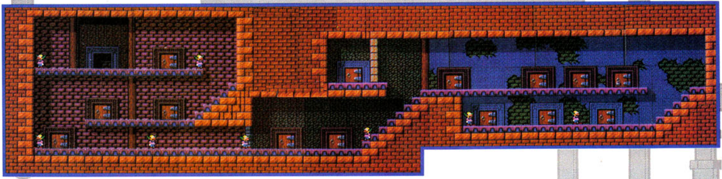






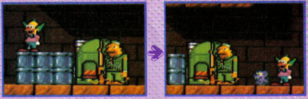
SECTION 4

Krusty goes to the depths of his Fun House in Section 4. The puzzles in this section require some serious thought to complete. Remember, if you need to exit a room to try it again, just push the Select Button. This is the only way to get out of a room before it's completed, however you'll sacrifice one of Krusty's lives. Don't give up. Krusty needs your help!



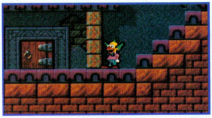
PICKLED RATS

A rat will fall into a Glass Jar and get stuck. The Jar then serves as a step for other rats. Krusty can pick up a Jar with a rat in it and take it to the trap. Make sure the rat will walk into the trap when Krusty kicks and breaks the Jar.



HEY! I GOTTA GET IN THERE!

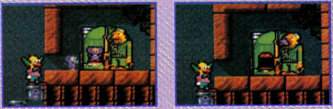
The doors which are framed in blue are initially blocked off by solid stone walls. By getting rid of the rats in the other accessible rooms, Krusty will cause the walls to change their position. Krusty can then get through the blue-framed doors.



Not so fast, Krusty. You have to go back and clear out the rats in the other rooms first!

HE'S GOTTA BE HUNGRY!

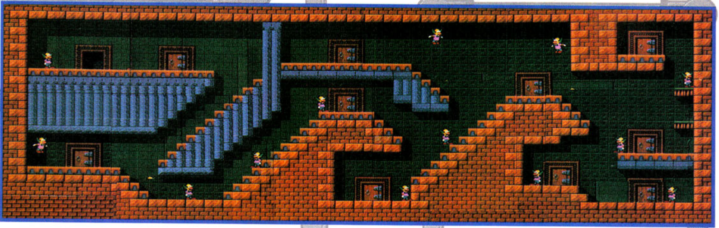
Corporal Punishment's method of eliminating each troop of rats is eating them. It sounds pretty disgusting, but the Corporal is a hungry guy. He must think he's back in Army Survival Training. Krusty doesn't really give a hoot about how the rats are disposed of, just as long as they're out of his Fun House!



SECTION 5

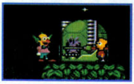
KRUSTY'S SUPER FUN HOUSE

Just before Krusty enters the main door to Section 5, he'll be able to take a look outside of his Fun House. Many of the "rooms" in Section 5 are outside. The greenery of the outdoors is very enticing. It's good for Krusty to get out and get some fresh air. There are some very difficult puzzles to solve in this section.

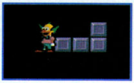


CHEESE-EATER GRATER

Bart is back as the trigger man for all of the rooms in Level Five. This time he's standing by at the Automatic Rat Shredder.



MORE INVISIBLE PLATFORMS

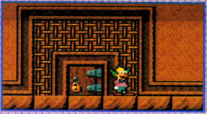


The rooms in Level Five aren't rooms at all—Krusty is outside. Jump to find invisible platforms which lead to Bonus Blocks. Expect the unexpected!

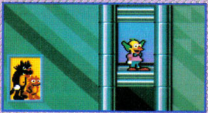
More Fun In The Fun House

MATT GROENING

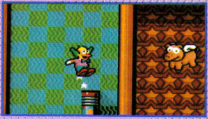
Once Krusty completed each of the sections of the Fun House, he'll have saved Springfield's number one tourist attraction from the ghastly rat infestation. Remember the door with the big gold lock on it which appeared behind Krusty when you started the game? This is the door which Krusty will have to exit through to finish the game. There aren't any rats to exterminate in the Arcade Rooms, but there are multiple enemies. Find the Bonus Block in each Arcade Room and collect as many prizes as possible before exiting.



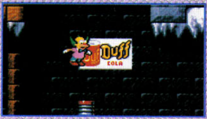
Krusty will see a gold lock hanging on the Arcade Room door. He'll need to return here when all of the rooms in the section have been completed.



More mazes await Krusty in each Arcade Room. There are no rats to trap, just collect all of the prizes and exit the room. Watch out for the enemies.



The terrain in the Arcade Rooms resembles the other rooms in the Section. With that in mind, Krusty should use all of the techniques he knows.



It's a good thing there are no rats in the Arcade Rooms, Krusty has enough to deal with considering the radical acrobatics he has to go through.

SAVE YOUR

CHAMPION
STREET FIGHTER II
EDITION

CHAMPION
STREET FIGHTER II
EDITION

GRAND PRIZE:
The real arcade game!

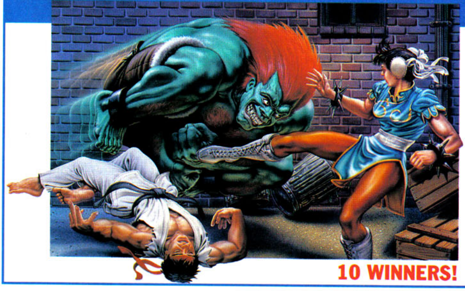
CAPCOM'S NEW STREET FIGHTER II CHAMPION EDITION

No more standing in line at the arcade–play today's hottest game at home!

QUARTERS

SECOND PRIZE: STREET FIGHTER II for the SUPER NES

Win Capcom's arcade smash–for your Super NES!



10 WINNERS!

THIRD PRIZE: NINTENDO POWER JERSEYS

No wimpy shirts here–Power jerseys are heavy-duty, 100% cotton.

Official Contest Rules (No purchase necessary)

To enter, either fill out the Player's Poll response card or print your name, address and telephone number on a plain 3″×5″ piece of paper. Mail your entry to this address:

NINTENDO POWER PLAYER'S POLL
P.O. BOX 97062
Redmond, WA 98073–9762

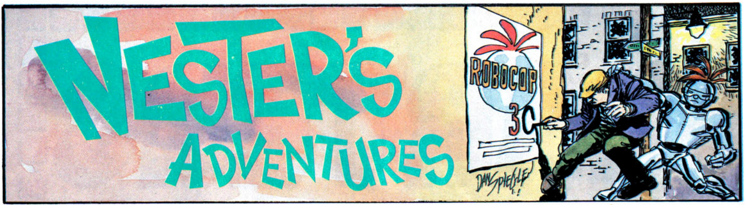
One entry per person, please. All entries must be postmarked no later than July 1, 1992. We are not responsible for lost, stolen or misdirected mail.

On or about July 15, 1992, winners will be randomly drawn from among all eligible entries. By accepting their prizes, winners consent to the use of their names, photographs, or other likenesses for the purpose of advertisements or promotions on behalf of "Nintendo Power" magazine or Nintendo of America Inc. without further compensation. Prizes are limited to one per household. Chances of winning are determined by the total number of entries received. The ratio of prizes to entry cards distributed is 61:1,350,000. No substitution of prizes is permitted. All prizes will be awarded. To receive a list of winners, which will be available after July 30, 1992, send your request to the address provided above.

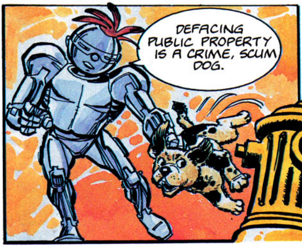
GRAND PRIZE: Winner will receive the actual arcade game, Street Fighter II Champion Edition. Estimated value of the grand prize is $3500. Some restrictions apply.

This contest is not open to employees of Nintendo of America Inc., their affiliates, agencies, or immediate families. Void in Canada and elsewhere where prohibited by law. This contest is subject to all federal, state, and local laws and regulations.

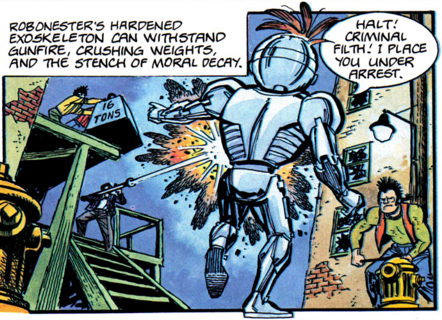
NESTER'S ADVENTURES


ROBOCOP
3C
DAN SPIEGLE

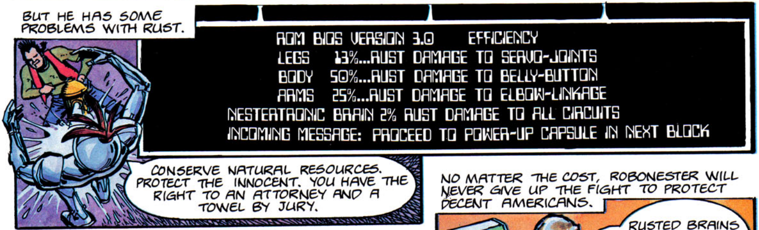
ROBONESTER PATROLS THE STREETS WHERE NO ORDINARY POLICE OFFICER DARES TO GO, APPREHENDING CRIMINALS AND BRINGING THEM TO JUSTICE.


DEFACING PUBLIC PROPERTY IS A CRIME, SCUM DOG.

ROBONESTER'S HARDENED EXOSKELETON CAN WITHSTAND GUNFIRE, CRUSHING WEIGHTS, AND THE STENCH OF MORAL DECAY.


HALT! CRIMINAL FILTH! I PLACE YOU UNDER ARREST.
16 TONS

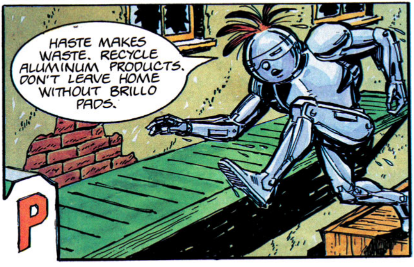
BUT HE HAS SOME PROBLEMS WITH RUST.



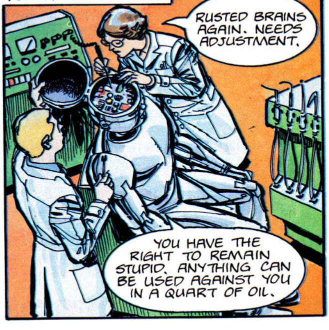
ROM BIOS VERSION 3.0 EFFICIENCY
LEGS 13%...RUST DAMAGE TO SERVO-JOINTS
BODY 50%...RUST DAMAGE TO BELLY-BUTTON
ARMS 25%...RUST DAMAGE TO ELBOW-LINKAGE
NESTERTRONIC BRAIN 2% RUST DAMAGE TO ALL CIRCUITS
INCOMING MESSAGE: PROCEED TO POWER-UP CAPSULE IN NEXT BLOCK

CONSERVE NATURAL RESOURCES. PROTECT THE INNOCENT. YOU HAVE THE RIGHT TO AN ATTORNEY AND A TOWEL BY JURY.

ROBONESTER KNOWS THAT WHENEVER HE PASSES A POWER-UP, HE CAN'T GO BACK FOR IT. HE PROCEEDS SLOWLY, LOOKING FOR A ROUTE UP TO THE LEDGES.


HASTE MAKES WASTE. RECYCLE ALUMINUM PRODUCTS. DON'T LEAVE HOME WITHOUT BRILLO PADS.
P

NO MATTER THE COST, ROBONESTER WILL NEVER GIVE UP THE FIGHT TO PROTECT DECENT AMERICANS.


RUSTED BRAINS AGAIN. NEEDS ADJUSTMENT.
YOU HAVE THE RIGHT TO REMAIN STUPID. ANYTHING CAN BE USED AGAINST YOU IN A QUART OF OIL.

Power Players

ACTRAISER

Christopher Rings	Wouster, OH	Finished
Jeff Williams	Macon, GA	Finished
Kedric Young	Malvern, OH	Finished
Bob Keraghan	Amesbury, MA	Finished
Dave Dellavecchia	Philadelphia, PA	Finished
Jonathan Martin	Bloomingdale, OH	Finished
Kari Mannoussakis	Orlando, FL	Finished
Anthony Moreno	Flanders, NY	Finished

BATMAN: RETURN OF THE JOKER

Justin Guenley	Overlake Park, KS	Finished
Phillip Worf	Carrollton, TX	Finished
Jason & Dale Abshire	Sulphur, LA	Finished
Jason Preston & Richard Walker	Huber Heights, OH	Finished
Tim Maker	Mount Clemens, MI	Finished
Mason DeMusey	Jackson, CA	Finished
Jonathan Pearlman	Bellmore, NY	Finished

CASTLEVANIA II: BELMONT'S REVENGE

Steve Fosse	Pottstown, PA	Finished
Alice Barker	Vancouver, BC	Finished
Michael Shifflett	Pottstown, PA	Finished

CASTLEVANIA IV

Shawn Gillum	Austin, TX	Finished
Michael Bruner	Midwest City, OK	Finished
Steve Wall	Muskogee, OK	Finished
Adam Hardaway	Chesapeake, VA	Finished
Phillip Dover	Greenville, SC	Finished
Christopher Goff	Chicopeed, MA	Finished
Keith Baldwin	Highland Park, NJ	Finished

DR. MARIO

Jason Lucchetta	Kapuskasing, ON	165,200
Ginger Dike	Denver, CO	119,400

DRAKKHEN

Dorion Whitlock	Union City, NJ	Finished
Steve & John Tsouramanis	Haverhill, MA	Finished
Charles Myers	Trumbauersville, PA	Finished
Justin Phalen	Martinez, CA	Finished
Peter Laub	Franklinville, NY	Finished

FINAL FANTASY II

Dylan Story	Granada Hills, CA	Finished
James O'Rourke	Derry, NH	Finished
Patricia Robeski	Phillipsburg, NJ	Finished
Cole Kleinschmit	Oshkosh, WI	Finished
Katherine Sanders	Houston, TX	Finished
Daniel Patrick	Tulsa, OK	Finished
Eileen Scott-Katz	Northridge, CA	Finished
Robert Mendonsa	Pleasanton, CA	Finished
Keith Keller	Selden, NY	Finished

FINAL FIGHT

Brian Kuhlman	Roseville, MN	Finished
Tony Eberly	Arvada, CO	Finished
Jose Luis DeVera	Tamuning, GU	Finished
Eric Pena	San Antonio, TX	Finished
Vincent Jerman	Lincoln Park, NJ	Finished

HOME ALONE

David Marcantonio	Sanger, CA	Finished
Kevin Moot	Eden Prairie, MN	Finished

THE LITTLE MERMAID

Adam Graff	Pasadena, CA	Finished
Matt & Zack Morton	Bristol, TN	Finished
Jimmy Zeitschel, Jr.	Pasadena, MD	Finished
Chris Tazelaar	Lockport, IL	Finished
Scott Mertz	Midway, AR	Finished
Scott Jung	Southgate, MI	Finished
Byron Pang	Los Angeles, CA	Finished
Elizabeth Rosenfield	Houston, TX	Finished

MEGA MAN IN DR. WILY'S REVENGE

Jennifer Keelsly	Los Angeles, CA	Finished
Patrick Cansler	High Point, NC	Finished
Andy McVey	Jackson, MI	Finished

METROID II: RETURN OF SAMUS

Christopher Guest	Newark, DE	Finished
Brandon Javier	New Rochelle, NJ	Finished
John Hartlaub	Milford, OH	Finished
John Nimmo	Buffalo, NY	Finished
Ryan Retting	Tarzana, CA	Finished
John Coyle	Harlingen, TX	Finished
Tyler Larson	Mesa, AZ	Finished
Chris Crawley	Philadelphia, PA	Finished

MONOPOLY

Daryl Chamberlain	Lowell, MI	Finished
Edward Ufford	Detroit, MI	Finished
Carey Steward	Matteson, IL	Finished
Chris Hughes	Pebble Beach, CA	Finished
Jeff Thomas	Ravenna, NE	Finished
Michael Pettibone	Rochester, NY	Finished
Stephen Shaven	Korea	Finished

ROBIN HOOD: PRINCE OF THIEVES

Wesley Floyd II	Richmond, VA	Finished
Andy Sobotka	Stock Bridge, GA	Finished
Jeremy Karger	Glenwood, MN	Finished
Bob Dunning	Kentwood, MI	Finished
Scott Holloway	Oklahoma City, OK	Finished

SUPER MARIO LAND

Danielle Weller	Brooklyn, NY	Finished
Jeremy Klingel	Portland, IN	Finished
Jim & Jennifer Mott	Shorehamd, NY	Finished
Jack Ell	Clearlake Oaks, CA	Finished

SUPER MARIO WORLD

Tomi Curman	Burnaby, BC	Finished
Dave Routhier	Shiloh, IL	Finished
Sandy MacIvor	Pontiac, MI	Finished
Dan Rocca	Mount Albert, ON	Finished
Travis Abele	Spring, TX	Finished
Matt Pratscher	Hobart, IN	Finished
Daryl Lorimer	Victoria, BC	Finished
Antonio Bueno, Jr.	Vancouver, BC	Finished

TINY TOON ADVENTURES

David Nolan	Buchanan, NY	Finished
Chris Dierschow	West Chicago, IL	Finished
John Magana	Spokane, WA	Finished

TMNT: FALL OF THE FOOT CLAN

Caleb Miller	Indianola, IL	Finished
Michael Satterfield	Richmond, VA	Finished
Steven Farina	Wyomissing, PA	Finished
Scott McCahn	Potomac, MD	Finished
Steve Sherode	Wendell, NC	Finished

U.N. SQUADRON

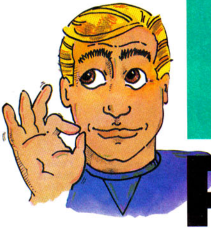
Mark Driver	Richmond, BC	Finished
Mike Takahashi	High Hill, MO	Finished
Bob Keraghan	Amesbury, MA	Finished
John Ali	Detroit, MI	Finished

Join the league of Power Players by sending photos of your high scores to:

Nintendo Power Players
P.O. Box 97033
Redmond, WA 98073-9733

GEORGE & ROB'S NOW PLAYING

JUNE 1992



NINTENDO POWER
COOL STUFF

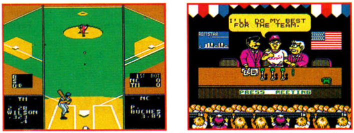
TWO GUYS' OPINIONS ON THE LATEST RELEASES

ROB It's time to take a look at the games that are now playing, or are soon to be playing, at a store near you. Let's start by taking a swing at Baseball Stars II.

GEORGE The first thing that you'll probably notice about this NES sequel is that it's almost a complete rehash of the original game. It's so similar to the original that there really doesn't seem to be a reason to have it if you already have Baseball Stars.

ROB Since Baseball Stars II is a lot like the original game, that means that it is a very good baseball game. Players who don't have the original really can't go wrong with this one. One of the things that I like about it is the character animation. The movement of the players is very realistic. I especially like the way that the fielders turn to toss the ball. The different batting stances are also cool.

GEORGE What I like about the game is the fact that you develop your team by earning money after victories in league play and using your winnings to recruit star players. It really gives you incentive to play through the season and see how well you can do. The amount of money that you earn depends on the prestige points of your players. If they're famous, more fans will flock to see them and you'll take in bigger cash prizes if you manage to win. This is the same way that winnings are calculated in the original.



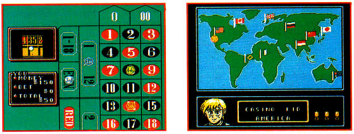
Baseball Stars II would be a good baseball game for players who don't own the original.

ROB You can also win big in Casino Kid 2. The original Casino Kid took place in stateside casinos. In this game, the Casino Kid broadens his range and attempts to break the bank in locations all over the world.

GEORGE The games are Poker, Blackjack and Roulette. Each of the international opponents challenges you to a round of his or her game. If you succeed in winning all of your opponent's cash, you can move on to the next opponent with a larger bank account.

ROB If you win in all of the locations, you go up against a mysterious casino boss at the end of the game. This loose story has some similarities to the concept behind High Stakes, recently released for Game Boy. I think that both Casino Kid 2 and High Stakes succeed in making what could be a standard casino game more interesting by introducing a story and a cast of opponent characters.

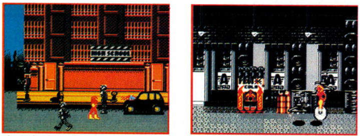
GEORGE I like that too. It's a nice way to present what is basically a collection of casino-type games. Each of the opponents is rated with one, two or three medals. If the opponent has only one medal, he or she has a small account and will be easy to beat. An opponent with two or three medals will have more money to begin with and will be more difficult to defeat. You should take on the easy opponents first so that you can build up your account.



The Casino Kid travels around the world to win money from international gamblers.

GEORGE Defenders of Dynatron City is our next game. Besides starring in their own NES game, the Defenders are featured in a recent cartoon special and a comic book. Since the characters are pretty wild, it seems like it would be a lot of fun to control them through this adventure. The problem is that there is a general lack of control. Shots are slow to fire and, unless you are perfectly lined up with your enemies, they elude your attack.

ROB I think that this game is pretty fun. The graphics have a lot of detail and I like the idea that you have these mutant characters that you can control. I especially like the monkey who tosses exploding bananas. My complaint with it would be that sometimes it's difficult to pick out your character from the background in the interior scenes.


The Defenders of Dynatron City protect a robot-ridden metropolis in their NES debut.

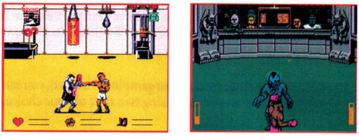
GEORGE Power Punch II is next. Like Punch-Out, this is a one-player boxing game with a behind-the-boxer perspective. The difference is that this boxing circuit takes place in interplanetary settings. You control a human boxing champion who is apparently looking for bigger challenges, so he's set off to beat up an assortment of aliens.

ROB This is a very challenging game. You see statistics after each of three rounds that tell you how many punches you've landed and how many times you've sent your opponent to the mat. In my first match, I clearly lost the battle of the stats and the match. The blue alien knocked me down more times and landed more punches. In my second try, though, I knocked him down three times, he knocked me down once and I landed more punches, but he still got the decision. That seems unfair.

GEORGE You may have to score a KO in order to win, considering that this creature does have the home spaceship advantage. I didn't advance past this guy in my two or three attempts either. It's probably much easier once you've played for a while. The game isn't incredibly polished. The graphics are only OK and the play control is not very responsive, especially in the training mode.

ROB I'd like to see it made easier for players who are just starting out. It'd be nice to have at least one easy victory before the bigger challenges.

GEORGE I think that the concept is pretty interesting. We haven't seen a boxing game that takes place on different planets before. Looking at the first fight, though, it doesn't seem like it's much different from something that might occur on Earth. I'd like to see stranger aliens.


Power Punch II follows boxer Mark Tyler through an interplanetary boxing match.

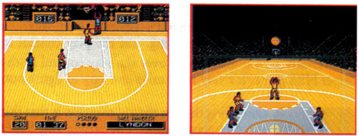
GEORGE There are quite a few sports games in this issue's list of releases. The next one is Roundball: 2 on 2 Challenge. It's a basketball game with several features.

ROB Right. It's a one- or two-player game with one-on-one competition or two-on-two. And in the two-on-two game, two players can play on the same squad or against each other.

GEORGE There's also a tournament mode where you can try to top all of the computer-controlled players. This game has clear graphics and good play control. When you shoot near the basket, your character makes one of several types of dunk shots. They're all spectacular.

ROB This game really favors the offensive players. In most cases, you can just run right up to the basket and get a clear shot. The key to winning is getting rebounds and steals.

GEORGE I think that all of the action near the hoop makes it a more exciting game. Even though you and I can't make many spectacular basketball moves in real life, at least we can do well on the video court.


Roundball: 2 on 2 Challenge presents a half-court battle with players of various skill levels.

ROB NBA All-Star Challenge 2 is another recent basketball game. This one is designed for Game Boy. It's an updated version of a game that was released about a year ago.

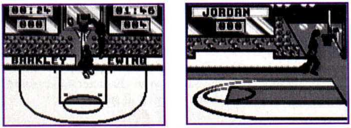
GEORGE This game features a star from every NBA team. Ten of the players are different from the players featured in the original game. There are also two new events that weren't in the original. They are the three-point shootout and the slam dunk competition. In the slam dunk competition, you can choose from six listed moves. While you're training, there's an X on the court that marks the place where you should jump. But, in the actual competition, you're on your own. The moves are really cool.

ROB With the addition of those events, the game is kind of like an All-Star Weekend in a Game Pak, without the old timers' game...

GEORGE ..or the actual all-star game itself. Instead, you can play one-on-one using two stars of your choice.

ROB While you do see these different basketball stars playing, I don't think the characters really look like the actual players.

GEORGE No. But they do play like the real players. If you control Michael Jordan, who has an average of 29.7 points per game, and you play against Alvin Robinson, who averages 12.9 points per game, you have a definite advantage.



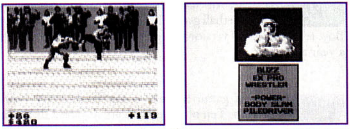
NBA All-Star Challenge 2 updates its popular predecessor with some new stars and two new events.

ROB Following its Super NES conversion, the arcade hit Pit Fighter is now on its way to Game Boy.

GEORGE The first thing that you notice about any version of Pit Fighter is the graphics. They are digitized photos of actual people making fighting moves. Some people might like the sense of realism that this affords while others might just think that the graphics are a novelty. I think they're well executed in the Game Boy version.

ROB I don't think that it's very easy to tell what the characters are doing, but the play control in this version is an improvement over the play control in the Super NES game. It's very responsive and easy to figure out.

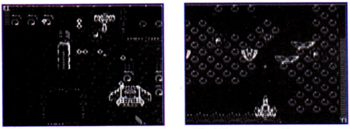
GEORGE One thing that we should mention is that this is a one-player game. The arcade and Super NES versions of the game are both designed for two players to play at the same time, but the Game Boy version is strictly a solo event.



Pit Fighter comes to Game Boy with, according to our reviewers, some improvements over the Super NES version.

GEORGE The next game on our list is Triple A. It's a space shooter with an overhead view in the tradition of SolarStriker. There doesn't appear to be anything new or different in this game compared to others of its kind.

ROB I like the different ship designs and the way that the ship looks kind of ghostly white against the starfield background. Some of the other graphics are also pretty interesting



Triple A allows you to soar through space and shoot down enemy ships.

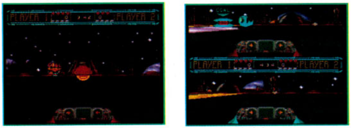
GEORGE Let's move on to Super NES releases. There's a game called Space Football, but it really doesn't have anything to do with the game of football.

ROB The name implies that it's something like Cyberball. Instead, it's a first-person perspective game that takes place on an obstacle-packed field. You control a futuristic vehicle and the computer controls another vehicle. The object is to pick up this mushroom-shaped "ball" and take it in to the goal at one end of the field.

GEORGE You can set up the game to have a full screen view of the action from your vehicle or a split-screen view of the action from both vehicles. Either way, the game is designed for just one player. The other vehicle is always controlled by the computer.

ROB I think that it's really quite difficult to tell what's going on in this first-person perspective. You get the ball, but then you don't know where the goal is. And, by the time you've found it, the other vehicle has knocked the ball out of your grasp.

GEORGE While it does make good use of the abilities of the Super NES, this title seems to be more of an experiment in technology than a game.



Space Football puts you in the driver's seat of a futuristic vehicle but, as our reviewers warn, it is not related to present day football.

The opinions of Rob and George do not reflect the opinions of Nintendo Power Magazine or Nintendo of America Inc.

GEORGE There are two excellent driving games for the Super NES reviewed in this issue. I prefer F1 ROC because of its use of the special effects made possible by the Super NES. I also like the fact that you can buy a lot of cool items for your car.

ROB Top Gear is my favorite of the two because two players can race at the same time. I think that the competition between two players really adds a lot of excitement to the game. There are a lot of different types of tracks and conditions which also make the game fun.

F1 ROC features realistic graphics and sound, and a wide variety of car parts.

Top Gear is a two-player simultaneous game with a variety of tracks.

YOUR GUIDE TO THE LATEST RELEASES

NES TITLE	COMPANY	PLAY INFO	POWER METER RATINGS G	P	C	T	GAME TYPE
BASEBALL STARS II	ROMSTAR	2P-S/BATT	3.0	3.4	3.6	3.5	BASEBALL
CASINO KID 2	SOFEL	1P/PASS	2.8	3.3	3.0	3.3	GAME OF CHANCE
DEFENDERS OF DYNATRON CITY	JVC	1P	2.7	2.5	2.9	3.2	COMIC ADVENTURE
DRAGONSTRIKE	FCI/PONY	2P-A/PASS	3.1	3.1	3.2	3.1	DRAGON BATTLE
LEMMINGS	SUNSOFT	1P/PASS	3.8	3.6	4.1	4.1	PUZZLE ACTION
POWER PUNCH II	AM. SOFTWORKS	1P/PASS	2.8	3.1	3.1	3.1	BOXING
ROUNDBALL: 2 ON 2 CHALLENGE	MINDSCAPE	2P-S/PASS	2.9	3.1	3.2	2.9	BASKETBALL
STANLEY: THE SEARCH FOR DR. LIVINGSTON	ELECTRO BRAIN	1P	2.9	3.0	3.3	3.3	COMIC ADVENTURE

GAME BOY TITLE	COMPANY	PLAY INFO	POWER METER RATINGS G	P	C	T	GAME TYPE
METROID II: RETURN OF SAMUS	NINTENDO	1P/BATT	4.1	4.1	4.3	4.3	SCI-FI ADVENTURE
NBA ALL-STAR CHALLENGE 2	LJN	2P-S	3.7	3.0	3.3	3.8	BASKETBALL
PIT FIGHTER	THQ	1P	3.0	2.7	2.7	2.8	FIGHTING
STAR WARS	CAPCOM	1P	3.6	3.2	3.2	3.4	SCI-FI ADVENTURE
TRIPLE A	IGS	1P	3.2	3.1	2.9	2.9	SCI-FI ACTION

SUPER NES TITLE	COMPANY	PLAY INFO	POWER METER RATINGS G	P	C	T	GAME TYPE
ARCANA	HAL AMERICA	1P/BATT	3.7	3.3	3.6	3.6	ROLE PLAYING
F1 ROC	SETA	1P/BATT	3.3	3.6	3.5	3.5	RACING
KRUSTY'S SUPER FUN HOUSE	ACCLAIM	1P/PASS	3.7	3.5	3.3	3.7	PUZZLE ACTION
SPACE FOOTBALL (ONE ON ONE)	TRIFFIX	1P	3.4	2.4	2.6	2.9	FUTURISTIC SPORTS
SPANKY'S QUEST	NATSUME	1P/PASS	3.3	3.1	2.9	2.8	PUZZLE ACTION
TOP GEAR	KEMCO	2P-S/PASS	3.5	3.7	3.7	3.7	RACING

CHART KEY

You can get the most out of our game chart by understanding the categories. Title, Company and Game Type are self explanatory. Use this Key to understand Play Info and the valuable Power Meter ratings.

PLAY INFO

Games are made to be played with as many as four players. Some also employ a battery or password to save game play data.

1P = ONE PLAYER
2P-S = TWO PLAYERS SIMULTANEOUS
2P-A = TWO PLAYERS ALTERNATING
BATT = BATTERY
PASS = PASSWORD

POWER METER

The Pros at Nintendo HQ rate each new game. Ratings are from 1 (poor) to 5 (excellent) in four different categories.

G = GRAPHICS AND SOUND
P = PLAY CONTROL
C = CHALLENGE
T = THEME AND FUN

TOP 20
NINTENDO POWER
NINTENDO

JUNE 1992

The gargantuan, swirling mass of numbers has been tamed once again! The votes cast by the Players, Pros and Dealers have been tabulated and they have collectively deemed the following games as the Top 20 for this month.

NES

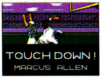
1 8,619 POINTS
32 MONTHS

SUPER MARIO BROS. 3

The gap narrows in the race for glory in the NES category. Once again, the plumbers prevail and hold on to the title.

2 6,423 POINTS
4 MONTHS

TECMO SUPER BOWL



A whopping success at the Dealer level helps the sequel to Tecmo Bowl rocket to the number 2 position this month.

3 6,155 POINTS
10 MONTHS

BATTLETOADS

It seems like the Battletoads should be more of a threat to the Mario Bros. because their first game is such a treat.

4 5,751 POINTS

MEGA MAN IV

Mega Man is placing several of his games on the Top 20, but this one is attaining the highest status level.

5 4,413 POINTS

THE LEGEND OF ZELDA

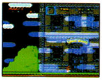
Although no longer available in stores, Link's first adventure still strongly appeals to the Players and Pros.

6	4,362 POINTS	FINAL FANTASY
7	3,925 POINTS	TMNT III: THE MANHATTAN PROJECT
8	3,695 POINTS	DR. MARIO
9	3,168 POINTS	TETRIS
10	2,846 POINTS	METROID
11	2,690 POINTS	TMNT II: THE ARCADE GAME
12	2,607 POINTS	SUPER MARIO BROS. 2
13	2,198 POINTS	CRYSTALIS
14	2,044 POINTS	TINY TOON ADVENTURES
15	2,035 POINTS	MEGA MAN II
16	1,943 POINTS	CASTLEVANIA III: DRACULA'S CURSE
17	1,927 POINTS	MEGA MAN III
18	1,822 POINTS	ZELDA II: THE ADVENTURE OF LINK
19	1,713 POINTS	THE SIMPSONS: BART VS. THE WORLD
20	1,509 POINTS	MONOPOLY

SUPER NES

1 10,183 POINTS
6 MONTHS

SUPER MARIO WORLD



The top 3 games are a repeat from the past couple of months. However, don't be surprised if the order shuffles soon, Mario.

2 8,112 POINTS
6 MONTHS

F-ZERO

Is this what the future of racing holds for us? Who knows. One thing's for sure—it's definitely exciting!

3 8,087 POINTS
6 MONTHS

THE LEGEND OF ZELDA: A LINK TO THE PAST

Comfortably residing at number 3, A Link To The Past continues to blow other games away in the Pros Picks category.

4 6,572 POINTS

CASTLEVANIA IV

Mr. Belmont whips his way back into the Super NES top 5. Can he keep a grip on it?

5 6,379 POINTS

FINAL FANTASY II

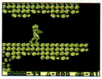
The Nester Award, which this game received for Most Innovative, is definitely well-deserved.

6	5,253 POINTS	FINAL FIGHT
7	4,786 POINTS	SIMCITY
8	4,236 POINTS	ACTRAISER
9	4,167 POINTS	CONTRA III
10	3,755 POINTS	SUPER GHOULS 'N GHOSTS
11	3,167 POINTS	JOHN MADDEN'S FOOTBALL
12	3,165 POINTS	PILOTWINGS
13	2,857 POINTS	WWF SUPER WRESTLEMANIA
14	2,284 POINTS	U.N. SQUADRON
15	2,143 POINTS	SUPER SMASH T.V.
16	1,913 POINTS	HOME ALONE
17	1,909 POINTS	SUPER OFF-ROAD
18	1,624 POINTS	LEMMINGS
19	1,469 POINTS	TRUE GOLF CLASSICS: WAIALAE C.C.
20	1,378 POINTS	JOE & MAC: CAVEMAN NINJAS

GAME BOY

1 10,052 POINTS
6 MONTHS

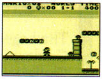
METROID II: RETURN OF SAMUS



Strong voting in each category vaults Samus into the number 1 slot again. A very impressive showing, indeed!

2 8,189 POINTS
21 MONTHS

SUPER MARIO LAND



Safely tucked away at number 2, Mario's Game Boy adventure slips a bit in the Pros voting statistics.

3 4,352 POINTS
7 MONTHS

BATTLETOADS

The 'Toads will have to jump twice as high if they hope to catch up with Mano.

4 4,258 POINTS

DR. MARIO

Moderately strong in each category, the good Dr. is in very stable condition at number 4.

5 3,713 POINTS

MEGA MAN IN DR. WILY'S REVENGE

Mega Man's first Game Boy adventure may be losing some ground to his second adventure. We'll wait and see.

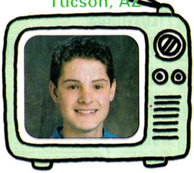
6	3,693 POINTS	TMNT II: BACK FROM THE SEWERS
7	3,651 POINTS	FINAL FANTASY ADVENTURE
8	3,358 POINTS	THE SIMPSONS: ESCAPE FROM CAMP DEADLY
9	2,741 POINTS	FINAL FANTASY LEGEND II
10	2,511 POINTS	CASTLEVANIA II: BELMONT'S REVENGE
11	2,407 POINTS	FACEBALL 2000
12	2,305 POINTS	TERMINATOR 2: JUDGMENT DAY
13	2,250 POINTS	FINAL FANTASY LEGEND
14	2,219 POINTS	MEGA MAN II
15	2,204 POINTS	OPERATION C
16	1,998 POINTS	TMNT: FALL OF THE FOOT CLAN
17	1,981 POINTS	F-1 RACE
18	1,926 POINTS	SUPER R.C. PRO-AM
19	1,779 POINTS	KID ICARUS
20	1,675 POINTS	HOME ALONE

PLAYER'S PICKS

WHAT ARE YOUR FAVORITE NES GAMES?

PLAYER'S PICKS

Todd Harris
Tucson, AZ



Mega Man
Ninja Gaiden 2
Baseball Stars
Final Fantasy
Mega Man III

PLAYER'S PICKS

Jesse Tuohy
Newman Lake, WA

Super Mario Bros. 3
TMNT II: The Arcade Game
TMNT III: The Manhattan Project
The Legend of Zelda
Captain Skyhawk

PLAYER'S PICKS

Jeff Janson
St. Louis, MO

Mega Man IV
Tecmo Super Bowl
Robin Hood: Prince of Thieves
Mega Man III
Super Mario Bros. 3

PLAYER'S PICKS

Brice Nelson
Coloma, MI

Battletoads
StarTropics
Shatterhand
Ninja Gaiden 3
Star Wars

PLAYER'S PICKS

PLAYER'S PICKS

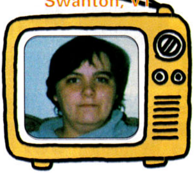
A.J. Kyle
Killeen, TX

Paperboy
Super Mario Bros. 2
Super Mario Bros. 3
Donkey Kong
Terminator 2: Judgment Day

PLAYER'S PICKS

PLAYER'S PICKS

Marsha Byers
Swanton, VT



The Legend of Zelda
Castlevania II: Simon's Quest
Castlevania III: Dracula's Curse
Final Fantasy
Ultima: Quest of the Avatar

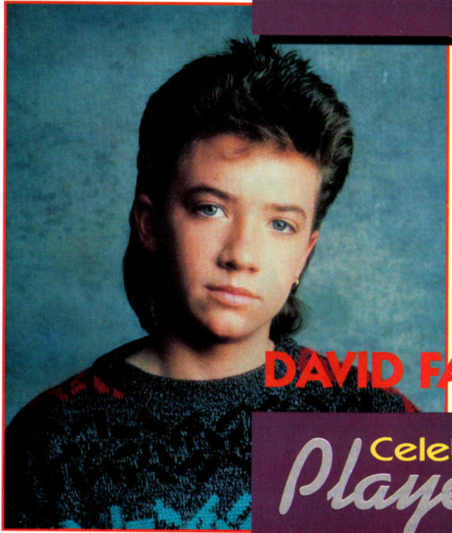
PLAYER'S PICKS

TAKE 5

The readers of Nintendo Power have voted these games to be their Top 5 Game Boy Action/Adventure games. Cast a vote for your favorites in the Player's Poll this month.

Game Boy Action/Adventure Games: Player's Picks for June 1992

1. Metroid II: Return of Samus
2. Super Mario Land
3. Mega Man in Dr. Wily's Revenge
4. Battletoads
5. Mega Man II



Portraying Bud Bundy, the obnoxious teenage son on "Married... With Children" is David Faustino's idea of a good time. As he says, "My character gets to say and do what most American teenagers would get killed for saying and doing."

When Nintendo Power interviewed David recently, we discovered that he's much more than a veteran actor—he landed his first role when he was only three months old—he's an adventurous 18-year-old with lots of interests, and he also happens to be a Nintendo video game player extraordinaire. We decided to give the game expert a sneak preview of Contra III, a hot new title for the Super NES.

DAVID FAUSTINO

Celebrity Player Profile

Nintendo Power: How do you like being on "Married...With Children"?

David Faustino: I love it. I've been playing Bud for the last six years. It's a blast—it's like my home. I hate to brag, but I'd watch it even if I weren't on it. I guess I'm a fan of my own show. It's funny, and everybody's really cool.

NP: Are you anything like Bud?

DF: I'm nothing like him. Bud Bundy is basically a con artist who doesn't get many girls. I'm not a nerd.

NP: What do you do for fun?

DF: I love to play Nintendo games. Every night before we go out, my friends and I play on my friend's huge T.V. Once we get started, we don't want to stop. Before you know it someone says, "Looks like it's going to be a Nintendo night." I also like basketball and snow skiing, and I'm very into martial arts. I have a blue belt in Tae Kwon Do.

NP: How did you like Contra III?

DF: I loved it! It's a very cool game—the graphics are great. And it's difficult, which is good. I haven't gotten past the fourth level. I play with my little brother, Michael, who is Mr. Nintendo himself. My friends call him "Mario," and he really kicks butt.

NP: What's your favorite Nintendo game?

DF: For Game Boy, my favorite is still Tetris. I'll never get bored with it because I'm not very good at it! Game Boy is really popular on the set. One of our producers gave everyone in the cast a Game Boy when we went on tour recently. You should have seen all of us on the plane with our Game Boys—it was really funny.

NP: Why do you think Nintendo games are so popular?

DF: They're modern high tech fun, the kind of thing that your grandmother can't believe. Playing Nintendo games is really cool—it keeps kids out of trouble. And it's amazing how good the graphics are getting.

NP: What are your plans for the future?

DF: I love acting, but the reality is that there are thousands of actors in Hollywood, and only about two percent are working actors. I feel really lucky now, but I can't predict the future so I have other goals in mind. I'm working on two short films, producing one and directing the other. I have a nightclub, BALYSTX, that's a dance club in Hollywood for all ages, and I have a rap group called "Lil'D."

NP: A rap group? That's cool.

DF: Yeah, my first album is coming out soon, and one of the songs is called "I Told Ya." It's about me finally starting the group and being on the show. It starts like this:

Lil'D standing tall at five-foot three
Yeah, but I'm as tough as can be
I'm the hot hot D - A - V - E
No matter what I be-E

David Faustino with the gang from "Married...With Children."

NINTENDO
POWER

A LOOK INTO THE GAMES OF THE FUTURE

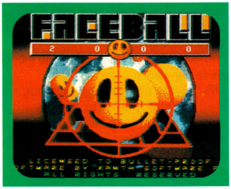
PAK WATCH

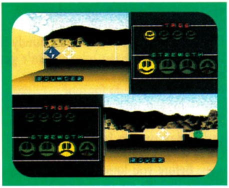
UNDER CONSTRUCTION

Super Faceball

BPS

The programmers of Super Faceball 2000 from Bulletproof Software and the Canadian programming company, Xanth, have been staying up late to get Pak Watch a finished version of their Super NES sequel to Faceball 2000 for Game Boy. Now we're the ones losing sleep. The idea of Faceball, in its purest form, is that you and an opponent become smiling shapes called Smiloids who enter a maze and proceed to track each other down. When you see your opponents, you tag them with a ball. Okay, so it's a simple idea. So was the wheel, but it was a beginning. Once you enter the maze (or arena) you have a 3-D, first-person perspective. The 360 degree scrolling is so smooth that you truly get drawn into the setting. You have lots of options, too, from two-player arena matches to single-player games in which you must clear many increasingly difficult levels filled with evil Smiloids. Your Pak Watch die-hards concentrated on playing the two-player arena game and discovered that our opponents, if not actually evil, were certainly bent on wiping the silly smiles off our faces. The strategies of sneaking up on opponents or ambushing them changed with each arena and each match. That's where the fun came in-- making new strategies and catching our opponents off guard. We even learned to cheat by watching our opponents' view on the split screen. Of course, we usually glanced over just in time to see ourselves getting nailed! Have a nice day. Right. In addition to all the fun, feast your eyes on the great backgrounds. Just remember that the action takes place down in the maze and not up in the stands or the stars.


FACEBALL
2 0 0 0
LICENSED TO BULLET-PROOF SOFTWARE BY XANTH SOFTWARE ALL RIGHTS RESERVED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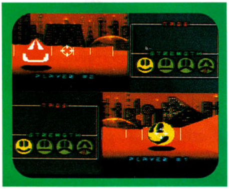
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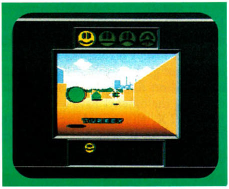

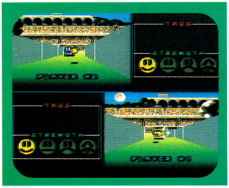
TAGS
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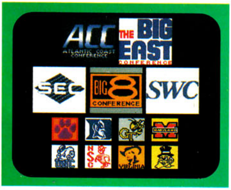
PLAYER 02
TAGS
STRENGTH
PLAYER 01

BLAST OFF

NCAA Basketball HAL AMERICA

Programmers at Sculptured Software have been working overtime to put the final touches on NCAA Basketball for Hal America, and the results look impressive. What sets this B-ball game for the Super NES apart from the crowd--besides the fact that the game doesn't have a crowd in the stands--is that it uses Mode 7 graphics to carry you into the action on the court. The viewpoint revolves to a position above and behind the ball handler, so your view is basically what you would see on the court. Rumor has it that the Sculptured crew discovered this unique approach at a local gym where they could look down on a basketball court from a second floor running track. Pretty clever. At first, the quickly shifting perspective had us reeling in confusion. But the brain is a wonderful thing and adapts rapidly to new stimuli, especially when the NCAA championship is at stake. That takes us to the second great part of this cart. You can play as almost every major team in Division I basketball except for teams in the PAC 10 and Big 10. You can take that team all the way through the conference season and, if you're good enough, to the NCAA tournament and the Final Four.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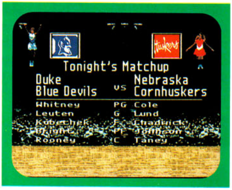
VIRGINIA


Huskers
Tonight's Matchup
Duke Blue Devils
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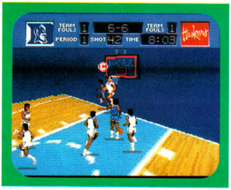
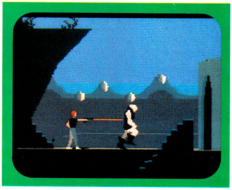
Kubetchek F Chadrick
Bright PF Johnson
Rooney C Taney

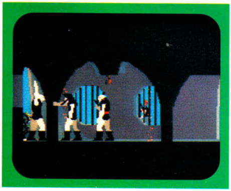

TEAM FOULS 1
6-6
TEAM FOULS 1
PERIOD 1
SHOT 42
TIME 8:03
Huskers

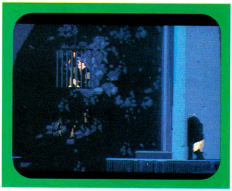
UNDER CONSTRUCTION

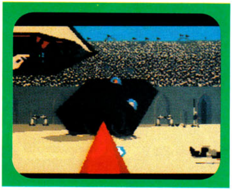
Out Of This World INTERPLAY

Out of This World is the well-named Super NES game coming out soon from Interplay. Not only does this action/adventure use some out of this world new programming techniques, but the game itself is pretty far out, too. The most striking part of the game, to this Pak Watcher, was the cinematic techniques used. Zooms, extreme close-ups, wide-view pans and cutaway shots are all employed for great dramatic effects. The graphics themselves are created using polygon programming, which means that various shapes are used to make objects and backgrounds. The game itself also has some interesting features. The story, in a nutshell, is that scientist Lester Knight Chaykin is trying to survive in an alternate dimension. In each action stage, you'll have to survive attacks while figuring out the secret key of how to get past seemingly insurmountable obstacles. The action and control are slow, so at times you may think you are being defeated by extra-dimensional baddies unfairly. Chances are, though, that you need to try some other plan of action. The animation is reminiscent of Prince of Persia--you can jump, kneel or walk, and operate other objects. We expect to see a lot of imitations of this type of cinematic game, emphasizing graphics and stories.









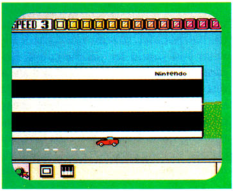
UNDER CONSTRUCTION

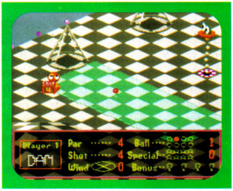
Mario Paint

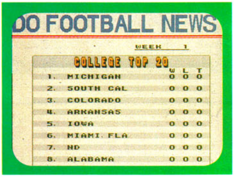
NINTENDO

Nintendo will soon release a unique product that isn't even a game. Mario Paint, for the Super NES, is a paint program that allows budding artists to draw pictures and animate them. You can use the existing palette and painting tools to create your masterpiece, or use the Stamp Mode to create small, intricate images that can be placed on the screen. The picture shown here of Nintendo HQ and a Pak Watcher's car actually consists of free-hand drawings and Stamp images.

First there was the pigskin, then Monday Night Football, and now (or very soon) there will be Super Play Action Football(SPAF)--a Super NES game from Nintendo. Football freaks beware: you won't have to wait until Saturday or Sunday for hard-hitting gridiron action. With SPAF, every day can be a bowl day! The thing that most impresses this Pak Watcher about the game is the sheer size of it. You can play any NFL team, any major college team, or a high school team. You can play a game or a season. You can watch rankings change. You can check stats. You can go crazy trying to pick a play from all the options available in the Pro level. If there's a problem with this Pak, it's also the sheer size of it. You can't learn to play it in a few minutes, but a little patience goes a long way. It just takes guts and determination. Other future offerings from Nintendo include Special Tee-Shot, a hybrid golf/billiards game, Wave Race, which pits up to four jet ski racers against each other on several water raceways, and Kirby's Dreamland, wherein a little fellow named Kirby has many side-scrolling adventures inside a Game Boy.





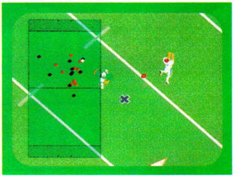


OO FOOTBALL NEWS

WEEK 1

COLLEGE TOP 20

		W	L	T
1.	MICHIGAN	0	0	0
2.	SOUTH CAL	0	0	0
3.	COLORADO	0	0	0
4.	ARKANSAS	0	0	0
5.	IOWA	0	0	0
6.	MIAMI. FLA	0	0	0
7.	ND	0	0	0
8.	ALABAMA	0	0	0

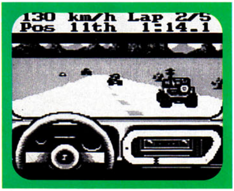


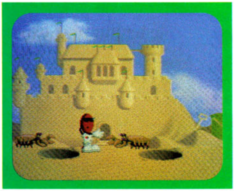
BRIGHT IDEA!

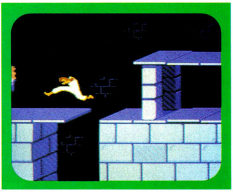
Jeep Jamboree

VIRGIN

Virgin Games has been working on a ton of new games for all three systems. In Jeep Jamboree, for Game Boy, the idea is to race the toughest vehicles in history over some of the roughest tracks on Earth. You can race against the computer or another player in bone-rattling, first-person perspective. The Spot character, in Spot II for the Super NES, takes on a cool personality of its own as it makes its way through a graphically beautiful and quirky universe. For the NES, Prince of Persia is the most exciting game in the works. This NES version of the Game Boy "Prince" shares the same super animation and clever puzzles. For the Super NES, Super Slam Dunk is in the works--an easy to control hoop cart that's great for fans of the fast break. Virgin is also busy with Caesar's Palace, Golf Power, and a Paint program--all for the NES--plus M.C. Kids for Game Boy. Fables & Fiends for the Super NES rounds out Virgin's upcoming game list.







JAPAN WATCH

For many years, video gamers have looked to Japan for news of the latest developments in games and new game technology. Things may be starting to change now that the U.S. market has grown so large. This Pak Watcher recently reviewed Game Pak stats for Tokyo area retailers and discovered that many of the top games there are also the top games here in the U.S. The figures, taken from early spring, show that Yoshi, Mega Man 4, Tiny Toon Adventures and Super Mario Bros. 3 were the hottest games for the Famicom (NES). On the Super Famicom front, Romancing Saga, Legend of the Mystical Ninja, Hyperzone, The Legend of Zelda: A Link To The Past, Super Mario World and Dragon Bull (a unique, card matching game from Bandai) were the sales leaders. Top Game Boy titles included Yoshi, Tiny Toons, Saga III, Super Marioland and Metroid II. Of all those best selling games, only four weren't available on this side of the Pacific during the time of the survey. Of those four, one, Zelda: A Link to the Past, is now out in the U.S. and both Saga III and Romancing Saga are scheduled for release in the future. In other words, it looks like the Game Gap is closing quickly.

PRESS START
RING MAN
DIVE MAN
SKULL MAN
PHARAOH MAN
BRIGHT MAN
TOAD MAN
DRILL MAN
DUST MAN

GOSSIP GALORE

As usual, the Pak Watch desk has been flooded with pics and Paks for games that are still in development. So, you might ask, if it's already in development, what is it doing in Gossip Galore? The truth is that some games we hear about are never released; in fact, some games that we play are never released. Gossip Galore is just a good way to keep you up-to-date with what might happen.

One product that sounds great is Capcom's Competition Joystick for the NES and Super NES. With Turbo and an 8-way stick, the controller should make a big difference for action game fans. Rival Turf from Jaleco should get street-fighting fans excited, while simulation fans will be interested to hear that Jaleco has long-term plans to bring Utopia--a mix of SimCity and Populous on an interstellar scale--to the Super NES. Much closer to reaching your Super NES is Super Double Dragon from Tradewest. Is Marion still in big trouble? Stay tuned. Your dutiful Pak Watcher is also tuning in Acclaim for a peek at Spiderman II for Game Boy. Tom & Jerry aren't exactly super heroes, but Hi-Tech Expressions has high hopes for a Super NES game of cat and mouse. Interplay is working on a Super NES game called Clay Mates that has not only a cat and mouse, but a fish, gopher, and bird, too.

FUTURE GAMES
FOR THE

NES

Bio Force Ape
Capcom's Gold Medal Challenge '92
Contra Force
Ferrari Grand Prix Challenge
Gargoyle's Quest
Krusty's Fun House
Might & Magic
Rocky

SUPER NES

Bart's Nightmare
The Duel: Test Drive II
Magic Sword
Out of this World
The Rocketeer
Street Fighter II
Super Battletank
Super Faceball
Super Play Action Football
TMNT IV: Turtles In Time
True Golf Classics: Pebble Beach
Ultrabots: Sanction Earth
Wings 2

GAME BOY

Ariel (The Little Mermaid)
Jeep Jamboree
Kirby's Dreamland
Lunar Chase
M.C. Kids
Track & Field
Wave Race

NEXT ISSUE

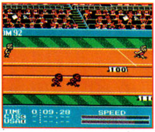
COMING NEXT MONTH IN VOLUME 38

STREET FIGHTER II

The number one arcade hit arrives for the Super NES! Look for an extensive review on Ken, Ryu, Chun Li, Blanka, Dhalsim and more of the world's best fighters.

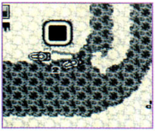
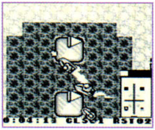
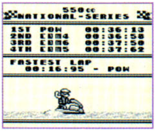
CAPCOM'S GOLD MEDAL CHALLENGE

Our review of Capcom's Gold Medal Challenge will let you in on how to go for the gold in a collection of athletic events, just in time for the Summer Olympics!



WAVE RACE

Jump aboard your Personal Water Craft and watch the spray fly as you leave your opponents swamped. Nintendo's newest 4-player simultaneous Game Boy game makes a splash next month.

NCAA BASKETBALL

From the season opener to the Final Four, take a look at college basketball from the inside out with Hal America's unique perspective on the fastest game in town.

BACK ISSUES

These Nintendo Power back issues are available individually. Add them to your collection! They contain these exciting reviews:

Volume 26 (July '91): Robin Hood, Rockin' Kats, The Little Mermaid.
Volume 27 (Aug. '91): Ninja Gaiden 3, Dragon Warrior II & III, Darkman.
Volume 28 (Sept. '91): Super Mario World, Star Wars, Smash TV, Kick Master.
Volume 29 (Oct. '91): Star Trek, F-Zero, Metroid, Shatterhand, Roger Clemens MVP Baseball.
Volume 30 (Nov. '91): Final Fantasy II, Tom & Jerry, Where In Time Is Carmen Sandiego?, Flintstones, Ultimate Air Combat.
Volume 31 (Dec. '91): Tiny Toon Adventures, Batman: Return of the Joker, ActRaiser, Metroid II: Return of Samus (Game Boy).
Volume 32 (Jan. '92): Mega Man IV, Monster In My Pocket, Tecmo Super Bowl.
Volume 33 (Feb. '92): TMNT III: The Manhattan Project, The Simpsons: Bart vs. The World, Rampart, GI Joe: The Atlantis Factor.
Volume 34 (Mar. '92): The Empire Strikes Back, Terminator 2, Nightshade, McKids, Lemmings, Zelda: A Link To The Past.
Volume 35 (Apr. '92): Captain America & The Avengers, T&C 2: Thrilla's Surfari, Yoshi.
Volume 36 (May '92): Darkwing Duck, Wacky Races, RoboCop 3, Work Boy, Super Adventure Island, Contra III, Xardion, Super Soccer.

To order use the Back Issue/Tip Book Order Form in this magazine or call our Consumer Service number to purchase by credit card.

SPECIAL OFFERS

Issues from our first two years are available only in special collector's sets. You won't find these extremely helpful issues at newsstands!

Super Mario Bros. 2
Ninja Gaiden
Castlevania II-Simon's Quest
Zelda II-The Adventures of Link
TMNT

Volumes 1 through 6 featuring classic games are included in the First-Year Set.

Mega Man II
Dragon Warrior
Super Mario Bros. 3
Tetris
Final Fantasy

Five of the most popular NES games of all time are featured in Volumes 7 through 12.

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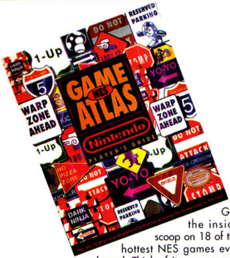
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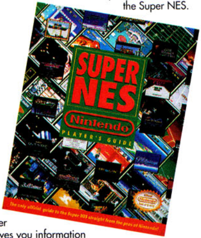
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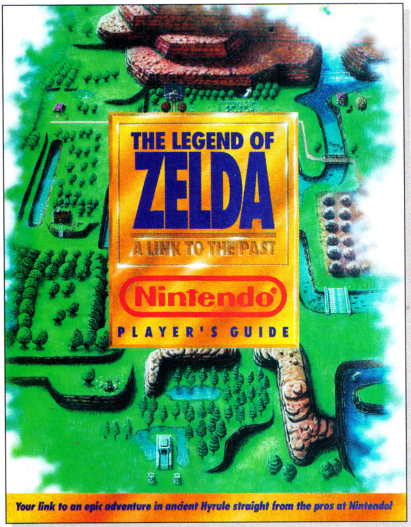
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